



MO Lottery

2015

Fact Book

The Missouri Lottery Fact Book

The fact book is an annual publication designed to be a reference book for Lottery players, retailers, employees, along with the media and the general public. It can be found on the Missouri Lottery's website, MOLottery.com, under "Newsroom." It is updated with final fiscal year amounts at the end of each calendar year.

We hope you find this fact book helpful and easy to use. If you have any comments or suggestions about it, please feel free to call the publication's editor, Connor Stieferman, at (573) 526-7467.

Missouri Lottery headquarters	(573) 751-4050
Missouri Lottery website	MOLottery.com
Help for problem gamblers	1-888-BETSOFF (1-888-238-7633)
Website for responsible gaming	888BETSOFF.org
FY14 sales	\$1,157,051,074
FY14 proceeds to education	\$267,324,620
Total proceeds to the state, including public education, through June 2014	\$4,852,606,214
Breakdown of the Lottery dollar	65 cents – prizes to players 24 cents – proceeds to public education 6.1 cents – retailer commissions incentives 4.9 cents – administrative costs

Contents

Overview	Introduction	1-2
	Historical Timeline	3-8
	Key Contacts	9
	Website, <i>My Lottery</i> ® and Social Media	10
	Scams and SPAM	11
	Logos, Links and Photos	12
Games	Draw Games, Scratchers®	13
	Ticket Information	14
	Powerball®	15-16
	Mega Millions®	17-18
	Lucky for Life™	19
	Lotto	20
	\$250K Triple Play®	21
	Show Me Cash®	22
	Pick 3	23-24
	Pick 4	25-27
	Club Keno®	28-32
Numbers, Prizes and Drawings	How to Claim Cash Prizes and Find Winning Numbers	33
	Missouri Lottery Drawings	34
Winner Information	Winners and Prizes	35
	Millionaires Information	36
	Winner Information	37-38
Retailers	Retailer Information	39-40
Sales and Proceeds	Sales and Proceeds History	41-42
	Historical Sales By Product	43-45
	Where Do Missouri Lottery Proceeds Go	46
	FY15 Missouri Lottery Appropriations	47-49
Programs	Missouri Amber™ Alert and Speakers Bureau	50
Responsible Gaming	Overview	51
	Missouri Lottery Responsible Gaming	52-53
	Programs	54-55
Reference	FAQs	56-58
	Terms and Definitions	59-63
	Maps	64-67



MO***Lottery***

Overview

What is a lottery?

A lottery consists of three elements: prize, chance and consideration.

Lotteries are not new to American history...

The first lottery with cash prizes dates back to 1490, two years before Columbus set sail. Lotteries were authorized to raise money for the colonial army. In addition, a lottery helped put a roof on the United States Capitol. Lotteries also helped build educational institutions like Harvard, Yale and Princeton universities.

It wasn't until 1964 that the modern lottery era began in New Hampshire, and since that time, 44 states, the District of Columbia, Mexico, Puerto Rico, the U.S. Virgin Islands and Canada have created lotteries. For a complete historical timeline of lotteries, visit www.naspl.org.

On Nov. 6, 1984, Missouri voters overwhelmingly approved the Missouri Lottery by passing Amendment 5, which repealed a section of the state's constitution prohibiting a lottery. The measure passed with 70 percent of the vote, making the Missouri Lottery the 23rd lottery in the United States.

Missouri's Lottery

Missouri Lottery ticket sales began 29 years ago in January 1986, and since that time, the Lottery has provided the state, including education, with more than **\$5 billion** in proceeds. Additionally, 415 players have won life-changing jackpots between \$1 million and \$293.7 million, totaling more than \$3.1 billion. Missouri Lottery retailers have earned more than \$1 billion in commissions, incentives and bonuses.

A five-member commission, appointed by the governor and approved by the Senate, governs the Lottery. The executive director oversees the daily operations of the government agency.

The Missouri Lottery is based in Jefferson City with three regional offices located in: Kansas City, St. Louis and Springfield. The Lottery is broken down into three divisions: Executive Director's Office, Division of Risk Management and Division of Sales, Marketing and Communications.

The Missouri Lottery's Vision:

"The Missouri Lottery will utilize best practices to be recognized as a leader in the lottery industry."

The Missouri Lottery's Mission:

"The Missouri Lottery generates funds to provide educational opportunities for Missouri students, support Missouri businesses and entertain millions."

The Missouri Lottery's Core Values:

The Missouri Lottery embraces integrity, accountability and dependability as core values in our day-to-day operations. The guiding principals of honesty, reliability and professionalism in our daily actions and interactions with our internal and external customers are essential to the continued success of the Lottery and demanded by the public we serve.

Introduction

Goals:

1. Create, market and distribute fun and entertaining products.
2. Provide extraordinary customer service and relationship building, both internally and externally.
3. Cultivate an atmosphere of trust, high integrity and public accountability.
4. Support an organizational culture where employee innovation and productivity are encouraged and recognized.

The Missouri Lottery's Customer Service Strategy:

“We will provide extraordinary customer service that allows players to fulfill dreams; retailers to be profitable and employees to achieve personal growth and satisfaction. We will fulfill this strategy with exceptionally courteous and professional employees who are committed to understanding the customers’ perspective and empowered to provide players, retailers and each other with positive, memorable customer experiences.”

Missouri Lottery's Historical Timeline

1984	Nov. 6	Missouri voters approve Amendment 5, which gave the Legislature the authority to establish a state lottery. Seventy percent of voters approved the measure.
1985	June 11	Senate Bill 44, which created the Missouri Lottery, is passed.
1986	Jan. 20	The first Missouri Lottery sales begin with the instant game "Jackpot '86."
	Feb. 13	Johnnie Magerl of Kansas City, Kan., becomes the Lottery's first millionaire. The retired butcher won \$2.1 million in the Lottery's "Jackpot!" wheel spin.
	Oct. 1	Sales for Missouri's Lotto game begin with a minimum jackpot of \$1 million.
1987	Feb. 26	Pick 3 sales begin.
	Sept. 25	Missouri joins the Multi-State Lottery Association (MUSL).
1988	Jan. 5	Missouri Supreme Court approves Lotto America (a MUSL game) sales.
	Feb. 3	Lotto America (now Powerball) sales begin.
	Aug. 2	Voters approve Amendment 3 with 58 percent of the vote. The amendment lifts several restrictions, including those on advertising and the maximum prize payout.
1990	May 10	Pull-Tab sales begin.
1992	Jan. 20	SuperCash (now Show Me Cash) sales begin.
	April 19	Powerball sales begin (replacing Lotto America).
	Aug. 4	Seventy-eight percent of Missouri voters approve Amendment 11 to earmark Lottery proceeds for public education.
1993	July 1	Amendment 11 becomes effective.
	Oct. 30	The first \$2 Scratchers game – "Bingo" – sales begin.
1994	June 21	The Lottery implements cross-redemption of tickets, allowing prizes up to \$600 to be cashed at any Missouri Lottery retailer.
	Nov. 6	SHOW ME 5 sales begin (replacing SuperCash).
1995	March 12	Lotto changes include a matrix change to 6/44 and adding the Cash Value option.
	June 10	Dan and Elizabeth Greenwood of St. Louis win \$4.4 million playing Lotto, making them the Lottery's 100th Lottery-made millionaires.
1996	Jan. 20	The Missouri Lottery celebrates its 10th anniversary with the premiere of its "Fun & Fortune" television game show.
1997	March 17	Lottery proceeds to the state, since the Lottery began, top \$1 billion, and Missouri Lottery sales top \$3 billion.
	Sept. 16	The first \$3 Scratchers game – "Set For Life" – sales begin.
	Nov. 2	Powerball changes include the addition of the cash option, a minimum jackpot of \$10 million, annual payouts of 25 years, and a matrix change from 5/45 and 1/45 to 5/49 and 1/42.

Missouri Lottery's Historical Timeline

	Dec. 1	The Missouri Lottery's website is launched (www.MOLottery.com).
	Dec. 17	The Missouri Alliance to Curb Problem Gambling is formed.
1998	Feb. 16	A free ticket is added as the prize for matching three numbers in Lotto, and the annual payout increases from 20 to 25 years.
	Nov. 2	Pick 4 sales begin.
1999	Feb. 20	The first and only time a Missouri jackpot ticket expires - a Lotto ticket worth \$1.7 million sold in Springfield.
	Aug. 11	The Lottery participates in the first Missouri Responsible Gaming Education week.
	Nov. 11	The first \$5 Scratchers game – “Season’s Greetings” – sales begin.
	Dec. 1	The Daily Game Sampler combination play is introduced.
2000	March 17	The responsible gaming website, 888BETSOFF.org , is launched.
	March 31	\$100K Triple Play, the Lottery's first limited-time Draw Game, starts.
	April 3	The winning numbers player email service starts.
	June 30	\$100K Triple Play ends.
	Aug. 7	The Lottery holds its first Web-based player promotion, the “Luckytown World Traveler” Web promotion.
	Sept. 30	Three Lotto tickets – the most ever – match to win the \$6.8 million jackpot.
	Oct. 8	Pick 3 and Pick 4 payouts increase to 60 percent of sales.
	Nov. 6	SHOW ME 5 changes to SHOW ME 5 Paydown. The top prize increases from \$25,000 taxes paid to \$50,000 taxes paid; lower-level prizes increase when the top prize is not won.
2001	March 4	The Power Play® promotional feature is added to Powerball.
	April 9	“Jumbo Bucks,” the first Pull-Tab game with a \$1,000 top prize, goes on sale.
	May 19	The Lottery starts publishing the chances, including free tickets and break-even prizes, on the backs of Scratchers beginning with game 358, “Firecracker Cash.”
2002	Jan. 24	The Missouri Lottery Commission approves Club Keno.
	May 28	Club Keno sales begin.
	July 1	The redemption time for Missouri Lottery prizes changes from one year to 180 days.
	July 9	The last “Fun & Fortune” game show is taped.
	July 26	The first “Fun & Fortune Wheel Spin” is held in Jefferson City.
	Aug. 24	The first \$10 Scratchers game, “\$300,000 Cash,” goes on sale.
	Oct. 6	Powerball changes include: new matrix (now 5 of 53); dropping the Power Play number “1;” adding the new Match 5 Bonus Prize; and changing the annuitized prize from a 25-year to a 29-year (30 payments) payout.
2003	Jan. 16	The Missouri Lottery announces its role in the statewide “Alert Missouri” plan (now called Missouri AMBER Alert).

Missouri Lottery's Historical Timeline

	June 20	Lottery proceeds to the state and public education top \$2 billion.
	Aug. 1	The final "Fun & Fortune Wheel Spin" is held in Jefferson City.
	Aug. 17	The Bulls-Eye play feature is added to Club Keno.
	Sept. 22	The Lottery launches the <i>My Lottery</i> online membership player registration program.
	Oct. 12	The Xtra play feature is added to the daily Draw Games.
2004	July 19	Computerized drawings begin for Pick 3, Pick 4, SHOW ME 5 Paydown and Lotto.
	July 25	The Xtra play feature ends.
	July 26	Midday drawings for Pick 3, Pick 4 and SHOW ME 5 Paydown begin.
	Oct. 14	The Lottery introduces the first \$2 Pull-Tab game, "Triple Win."
2005	Jan. 3	The Marsh Martians of Owensville were named the Lottery's first Lottery Captain's Team of the Month.
	Jan. 11	The Lottery begins delivering winning numbers via text messaging.
	Jan. 29	The first \$5 bingo game – "\$100,000 Bingo" – starts.
	Feb. 1	The Lottery introduces the "Pick 3 Bonus Bucks Raffle," the first raffle-style promotion.
	March 9	Gary DeHaven of Republic wins \$1.4 million playing Lotto, making him the 200th Lottery-made millionaire.
	July 27	Triple digits are drawn in both Pick 3 drawings.
	Aug. 28	Powerball makes its fourth design change, which includes adding two more white balls for a total of 55, a new minimum jackpot of \$15 million, a guaranteed growth of \$5 million per draw, the second- and third-level prizes doubled and a graduated annuitized jackpot payout.
2006	Jan. 20	The Lottery celebrates its 20th anniversary.
	Jan. 23	The Lottery offers the "20 th Anniversary Dream Draw Raffle" with a top prize of \$200,000.
	April 29	A St. Charles father and his two sons became the first Powerball players to become millionaires at the Match 5 level (by winning \$200,000 and having the Power Play number of five for a total prize of \$1 million).
	July 26	Mike and Susan Palmer of Ste. Genevieve become the first jackpot winners in Missouri to have a second jackpot win in their family, when they won \$5.5 million playing Lotto. Susan's father, Ernie Weiler, won \$2.8 million playing Lotto on July 31, 2002.
2007	Jan. 2	The Lottery offers its first Design-A-Ticket contest, where players send in ideas for Scratchers tickets.
	Jan. 16	The Multiplier feature and the Progressive Jackpot are added to Club Keno.
	March 28	The first Missouri Lottery MLB® Scratchers ticket – "St. Louis Cardinals®" and "Kansas City Royals®" – go on sale.
	April 25	The Lottery introduces its blog at MOLotteryblog.com .
	Aug. 17	Lottery proceeds to the state and public education top \$3 billion.
	Nov. 12	The Lottery offers the first "Million-Dollar Raffle" with a top prize of \$1 million.

Missouri Lottery's Historical Timeline

2008	Jan. 26	The Lottery introduces its first \$20 Scratchers game, “4 Million Dollar Cash Bonanza,” with the a top prize of \$4 million.
	Sept. 8	SHOW ME 5 Paydown changes to Show Me Cash. Jackpots start at \$50,000 and roll \$5,000 per draw until the prize is won. Show Me Cash only has an evening draw.
	Nov. 17	The Lottery offers “Million-Dollar Raffle” for the second time.
2009	Jan. 4	Powerball makes its fifth design change, including a new minimum jackpot of \$20 million, bigger jackpots, an automatic \$1 million match five prize and better overall odds of 1 in 35.1.
	Feb. 19	Captain Lotto makes his first tweet.
	March 2	Lucky Dough, a monitor game, sales begin.
	June 30	All Pull-Tab games officially end; 180 redemption period starts.
	Oct. 1	Lottery launches the “Tools 4 School” promotion to highlight the A+ Scholarship Program and funding.
	Oct. 7	A multi-state agreement is made to cross-sell Powerball and Mega Millions.
	Dec. 9	May Scheve Reardon becomes the Missouri Lottery’s fifth executive director.
2010	Jan. 31	Mega Millions goes on sale in Missouri.
	June 4	Ernest Pullen of Pevely wins \$1 million on “100 Million Blockbuster,” making him the 300th Lottery-made millionaire.
	June 7	Keno To Go sales begin.
	July 24	Lucky Dough sales end.
	July 28	Four-minute Club Keno drawings begin.
	Aug. 28	The first Missouri Lottery NFL® tickets – “St. Louis Rams®” and “Kansas City Chiefs®” – go on sale.
	Sept. 17	Ernest Pullen of Bonne Terre becomes the first Missouri Lottery winner in history to win two prizes of \$1 million or more.
	Nov. 16	Missouri’s Mega Millions second-level Megaplier® prize increases to an automatic \$1 million.
2011	Jan. 10	The evening draw breaks and drawing times changed from 6:59 p.m. to 8:59 p.m. for Pick 3, Pick 4, Show Me Cash and Missouri Lotto.
	Jan. 20	The Lottery celebrates its 25th anniversary.
	March 6	EZ Match is added to Show Me Cash.
	May 16	The Missouri Lottery launches the Retailer Portal website and first mobile application.
	June 17	Lottery proceeds to the state and public education top \$4 billion.
	Aug. 28	Double Bulls-Eye® is added to Club Keno.
	Oct. 8	The first Missouri Lottery NHL Scratchers ticket goes on sale – “St. Louis Blues®.”
	Dec. 19	Roger Hirshey of Carthage becomes the second Missouri Lottery winner to win two prizes of \$1 million or more.

Missouri Lottery's Historical Timeline

2012	Jan. 3	The Lottery launches Blitz, a new distribution process aimed at delivering new Scratchers games to retailers on official launch dates. Includes a \$25 bonus for retailers who validate new games within 24 hours of delivery.
	Jan. 15	Powerball makes its sixth design change, including a new \$2 price, \$40 million starting jackpot, better overall chances of 1 in 31.85, better jackpot chances of 1 in 175.2 and a match five prize of \$1 million (Bigger. Better. More.).
	March 30	The Mega Millions jackpot reaches \$656 million, the highest ever offered in Missouri. The prize was split by three ticket holders in Illinois, Kansas and Maryland.
	Aug. 6	The <i>My Lottery</i> Players Club and new website launches, which includes Points For Prizes®.
	Sept. 10	The <i>Play It Forward</i> beneficiary advertising campaign begins.
	Nov. 4	Lotto Doubler begins, a free feature giving players the opportunity to double their non-jackpot prizes at random.
	Nov. 28	Cindy and Mark Hill of Dearborn become the Lottery's largest jackpot prize winners to date, when they win half of the \$587.5 million (\$293.7 million) Powerball jackpot. They share the jackpot with a ticket holder in Arizona.
	Dec. 18	The "Do the Right Thing" Retailer Integrity and Responsibility program launched. The program was designed to help retailers operate responsibly by arming them with tools and best practices.
2013	March 29	Gerald Abney of Sedalia wins \$1 million on "50X The Cash," making him the 400th Lottery-made millionaire.
	June 14	The Lottery ends fiscal year 2013 transfers with annual proceeds of \$288,804,006, the highest ever.
	June 16	1-Off® feature in Pick 3 and Pick 4 begins.
	July 1	The Lottery launches a new mobile website and mobile application.
	Aug. 1	The Missouri Lottery's Self-Exclusion Program (SEP) launches, providing players with the option of voluntarily self-excluding themselves from claiming a prize of more than \$600.
	Oct. 1	Pull-Tab pilot begins in 50 fraternal organizations.
	Oct. 19	Mega Millions enhances its design, including a starting jackpot of \$15 million, rolls of at least \$5 million; a \$1 million Match 5 prize without the Mega Ball®; \$2 million to \$5 million second-level prize using Megaplier; better overall chances of 1 in 14.71; and matrix of 5 of 75 and 1 of 15. The "Dashing Through the Snow" promotion is the first Web-only promotion that accepts both non-winning Scratchers and Draw Games tickets for entry.
	Dec. 9	Points for Drawings™ launches within the <i>My Lottery</i> Players Club.
2014	Jan. 22	Powerball Power Play goes back to using a multiplier from two to five.
	Feb. 3	The "Play at the Pump" pilot goes live at two Signal Foods locations in Springfield and one in Ozark. Customers are able to purchase Powerball and Mega Millions Quick Pick tickets with debit cards at gas pumps.
	Feb. 23	\$250K Triple Play sales begin. The Draw Game offers players a top prize of \$250,000, three separate games and nine ways to win, all on one \$2 ticket.
	March 3	ATM sales pilot begins.

Missouri Lottery's Historical Timeline

	March 31	The first Playbook™ Scratchers style game – “Lucky 7s Playbook” – starts.
	June 30	Fiscal year 2014 ends with sales of \$1,157,051,074, the highest ever.
	July 1	The first BigMO Combo combination play promotion is introduced. The FailSafe® validation barcode is added to all new Scratchers tickets.
	Aug. 6	Lottery sales at Kansas City International Airport (KCI) begin.
	Oct. 19	MONOPOLY MILLIONAIRES' CLUB™ (MMC) sales begin, a multi-state Lottery Draw Game which offers a top prize ranging from \$15 to \$25 million. The \$5 Draw Game offers three ways to win \$1 million.
	Dec. 26	MONOPOLY MILLIONAIRES' CLUB sales end.
2015	Jan. 9	Lottery proceeds to the state and public education top \$5 billion.
	Jan. 27	Lucky for Life sales begin in Missouri. The multi-state lottery Draw Game offers a top prize of \$1,000 a day for life and a second-tier prize of \$25,000 a year for life.

Key Contacts

Media	Gary Gonder, chief branding officer and director of sales, marketing and communications	(573) 526-7426
	Susan Goedde, communications manager	(573) 526-7425
	Wendy Baker, Web coordinator	(573) 526-7442
	Connor Stieferman, responsible gaming coordinator	(573) 526-7467

Officials May Scheve Reardon, executive director (573) 751-4050

Missouri Lottery Commissioners

John Twitty, Chair Springfield	Dr. Judene Blackburn, Waynesville
Dr. Phyllis Chase, Kansas City	Paul Kincaid, Springfield

Missouri Lottery Headquarters

1823 Southridge Drive	Main number:	(573) 751-4050
P.O. Box 1603	Fax:	(573) 751-5188
Jefferson City, MO 65102-1603	Winning numbers hotline:	(573) 751-1111

Kansas City Lottery Office

3630 Arrowhead Ave.	Main number:	(816) 795-8811
Independence, MO 64057-1791	Fax:	(816) 795-7672
	Winning numbers hotline:	(816) 795-0203

Springfield Lottery Office

1506 E. Raynell	Main number:	(417) 888-4227
Springfield, MO 65804-6441	Fax:	(417) 888-4222
	Winning numbers hotline:	(417) 888-4271

St. Louis Lottery Office

1831 Craig Park Ct.	Main number:	(314) 340-5800
St. Louis, MO 63146-4122	Fax:	(314) 340-5843
	Winning numbers hotline:	(314) 340-5805

(Maps are located after the index at the back of this publication.)

Missouri Lottery Website	MOLottery.com
Problem Gambling Website	888BETSOFF.org
Problem Gambling Help Line	1-888-BETSOFF (1-888-238-7633)

Website, *My Lottery* and Social Media

Website

Have you ever wondered what the amount the current Missouri Lotto jackpot is? Or what the past winning numbers were? Or where the Lottery proceeds go? Or who is winning Missouri Lottery prizes? All of this information and more can be found on the Lottery's website at MOLottery.com.



MOLottery.com

***My Lottery* Players Club, Points for Prizes and Points for Drawings**

The Missouri Lottery's free player membership program, *My Lottery*®, first debuted in September 2003. Since then, many benefits have been added to its menu of features, including the Points For Prizes® loyalty program.

Becoming a *My Lottery* member is easy; just visit MOLottery.com, complete the three-step process to create a membership and have free access to services that allow players to:

- Earn points that can be redeemed for prizes ranging from local discounts to consumer electronics to merchandise prize drawings by entering non-winning Scratchers and Draw Games tickets online;
- Receive automatic entry into all eligible promotions when entering tickets online for points;
- Play free games available within the site;
- Receive a birthday coupon for \$1 off any Missouri Lottery Draw Game;
- Sign up to receive winning numbers through text messaging;
- Choose the amount to receive jackpot alerts via text or email for Powerball, Mega Millions, Lotto and/or Show Me Cash;
- Register "favorite numbers" and receive notification when the numbers are drawn on selected Draw Games; and
- Participate in exclusive web promotions throughout the year.

My Lottery
Players Club



One of the priorities of the *My Lottery* program is to provide customer convenience, while providing security to players when entering promotions online. To become a member, users are asked to verify that they are at least 18 years of age and enter contact information in order to receive notifications about promotions and special prize-winner information. None of the personal information collected will be sold, traded or otherwise distributed to any third party.

Social Media

The Lottery's blog, MOLotteryblog.com, was launched in April 2007. Visitors can get "behind the scenes" information about the Lottery, interact with Captain Lotto, watch videos and learn about winners and news.



Players can also "like" the Missouri Lottery on Facebook and follow Captain Lotto and the Missouri Lottery on Twitter. Links to all of the Lottery's social media properties can be found at MOLottery.com.

Scams and Spam

Phony Promotions, Illegal Schemes and Bogus Emails (Spam)

According to the Federal Trade Commission (FTC), consumers in the United States and other countries lose billions of dollars each year to fraudulent telemarketers, spam emailers and misleading advertisements that entice consumers into phony prize promotions, illegal foreign lottery schemes and other lottery-related fraud.

Individuals involved in the sale and trafficking of foreign lotteries, unwanted telemarketing calls and – under the federal government CAN-SPAM Act, which took effect Jan. 1, 2004 – unsolicited commercial email, or “spam,” can be prosecuted in the United States. When it comes to fraud, being an informed consumer is the best way to protect yourself.

Recognizing Legitimate Contacts From The Missouri Lottery

To claim a Missouri Lottery prize, you will NEVER be required to send any money or give personal information by email, the phone or any other means in an effort to collect promised winnings.

There are only a few instances that the Missouri Lottery may require a player to submit some personal information. These instances include:

1. Supplying their Social Security number on a Lottery provided claim form for prizes over \$600. This information is never collected over the phone or by email.
2. Verifying a winner’s phone number and shipping address for prize redemption if the winner has entered an online promotion and is selected as a prize winner.

The Missouri Lottery does not sell, trade or otherwise distribute players’ information to a third party. Players will never be asked to submit private information or family data, like your mother’s maiden name.

In a few instances each year, a Lottery representative may contact a grand-prize promotion winner by telephone to tell the winner he or she was drawn as a promotional prize winner and to interview him or her for a story. At that time, however, winners are not required to provide vital information such as Social Security numbers or banking information. The call is always followed up with a letter and email, and the player will be able to verify that his or her name was drawn by going to the Lottery’s website. Missourians who receive unwanted telemarketing calls and unsolicited mail or spam email can contact the Missouri Attorney General’s Consumer Protective Division at 1-800-393-8222 or visit www.ago.mo.gov/index.htm.

Be Alert!

The Missouri Lottery does NOT...

- Require vital information such as Social Security numbers, bank account numbers, mother’s maiden name, etc., from winners over the phone.
- Require a winner to provide money upfront to claim a prize.
- Require a time frame of less than two weeks to respond to or act on a ticket-entry promotion prize deadline.

When in doubt, call the Missouri Lottery at (573) 751-4050.

Logos, Photos and Links

Logos

Missouri Lottery corporate and game logos are registered trademarks and/or service marks. Logos are available via electronic transfer. Art is provided as Encapsulated Postscript File (EPS), JPG and GIF images. Logos produced at Web resolutions can also be found in the Media Center at MOLottery.com, as well as usage guidelines for all Missouri Lottery corporate and game logos.

Photographs

Some photographs are available for reproduction. These are available via electronic transfer (as an email attachment). Photos are provided as high-resolution JPG files.

To Add the Lottery as a Link to Your Organization's Website:

The Lottery offers businesses and organizations the opportunity to add the Lottery's logos to their websites to serve as a link to any of the following information:

- 1) Winning numbers and estimated jackpots;
- 2) Winner news, promotions and event sponsorships;
- 3) How-to-play information;
- 4) Unclaimed prizes;
- 5) Instructions on how to claim a prize;
- 6) Responsible gaming;
- 7) Where Lottery proceeds go.

Web link logos and the specifications for their use can be found in the "Newsroom" of the Lottery's website, MOLottery.com.



***MO*Lottery**

The Games

Game Information

Players must be 18 years or older to purchase a Missouri Lottery ticket.

Draw Games



All Draw Games include an opportunity for players to select their own lucky numbers or let the computer select the numbers by using Quick Pick. The percentages of Quick Pick sales for online games overall is 64 percent. The percent of sales from Quick Picks by game are:

Powerball – 88 percent	Show Me Cash – 82 percent
Mega Millions – 92 percent	Pick 3 – 15 percent
Missouri Lotto – 90 percent	Pick 4 – 10 percent
Lucky for Life – No data yet available	Club Keno – 35 percent

Scratchers

The Missouri Lottery has offered players more than 1,000 different instant-win games ranging from \$1 to \$20 since the Lottery began in January 1986. These games have paid out prizes ranging from a free ticket to more than \$5 million instantly.

Overall chances vary from game to game due to the variance in prize structures. Generally, Scratchers games have average chances of winning of 1 in 4, ranging from 1 in 4.75 in the \$1 games to 1 in 3 in the \$20 games. Overall, approximately 70 percent of the Scratchers game's sales is returned as prizes – ranging from 62 percent in \$1 games to 76 percent in \$20 games.

Ticket Tips

- **Upon purchase of your ticket, completely fill out the back and sign it.** Remember, in order to claim any Lottery prize, you must have your ticket. Just like dollar bills, Lottery tickets are bearer instruments.
- **Ensure the wager on the ticket is the one you requested before you exchange money for the ticket.** It is your responsibility to ensure that your ticket has the correct information, like the numbers played, dates played, type of play, etc.
- **Know when your tickets expire.** Draw Game tickets expire 180 days after the draw date. Scratchers games expire 180 days after the official game ending date. For a list of official Scratchers game ending dates and expiration dates, visit MOLottery.com.
- **Keep tickets in a safe place.** From time to time, the Lottery receives tickets from players that have been destroyed by washing machines. Unfortunately, most of these tickets have been too badly damaged for the Lottery to reconstruct.
- **Always allow extra time for any damaged ticket you send to the Lottery for verification.** Damaged tickets will take more time to process.

Powerball

Powerball® is a multi-lottery Draw Game run by the Multi-State Lottery Association (MUSL) in Urbandale, Iowa. Drawings are held in Tallahassee, Fla. There are currently 47 members in Powerball, including:

Arizona, Arkansas, California, Colorado, Connecticut, Delaware, D.C., Florida, Georgia, Idaho, Illinois, Indiana, Iowa, Kansas, Kentucky, Louisiana, Maine, Maryland, Massachusetts, Michigan, Minnesota, Missouri, Montana, Nebraska, New Hampshire, New Jersey, New Mexico, New York, North Carolina, North Dakota, Ohio, Oklahoma, Oregon, Pennsylvania, Puerto Rico, Rhode Island, South Carolina, South Dakota, Tennessee, Texas, Vermont, Virgin Islands, Virginia, Washington, West Virginia, Wisconsin and Wyoming.



POWERPLAY®



The game began as Lotto America on Feb. 3, 1988, and changed to Powerball on April 19, 1992. Lotto America was also known as Missouri's Megabucks before changing to Powerball. Jackpots begin at the minimum of \$40 million and have reached \$590.5 million.

To Play Powerball

- Select five different numbers from 1 to 59.
- Choose the Powerball number from 1 to 35.
- Or use Quick Pick ("QP") to allow the computer to choose the numbers randomly.

Game Options

- **Multi-Draw:** Play the same numbers for up to 15 consecutive drawings by selecting "MULTI-DRAW." Powerball can be played for 1, 2, 3, 4, 5, 10 or 15 consecutive drawings.
- **Power Play®:** Power Play is a feature that allows a winner to increase their original prize amount. For an extra \$1 per play, Powerball players can choose to play Power Play by marking "POWER PLAY – YES" on the playslip or asking the retailer to enter it through the terminal. Powerball Power Play prizes can be increased up to five times their normal prize value, depending on the multiplier number drawn. This applies to Powerball prizes from \$4 to \$10,000. The Match 5+0 prize with Power Play is \$2 million, regardless of the Power Play number.

Powerball

Payment Options

Jackpot winners have 60 days from the claim date to choose a payment option. If an option is not selected after 60 days, payment automatically defaults to the graduated annuity option.

- **Jackpot payments (annuity):** 30 graduated annuity payments over 29 years (payments that increase each year).
- **Lump-sum payment (cash):** The cash option prize is approximately half of the advertised jackpot. If a winner chooses the cash option, he or she will get the cash the Lottery would have invested over the 29-year annuity period to pay the advertised prize amount.

Prize levels and chances:

Match	Win	Chances: 1 In	Prize Payouts with Power Play			
			2	3	4	5
5 of 5 white balls & PB	Jackpot	175,223,510				
5 white balls	\$1 million	5,153,632.65	\$2 million	\$2 million	\$2 million	\$2 million
4 white balls & PB	\$10,000	648,975.96	\$20,000	\$30,000	\$40,000	\$50,000
4 white balls	\$100	19,087.53	\$200	\$300	\$400	\$500
3 white balls & PB	\$100	12,244.83	\$200	\$300	\$400	\$500
3 white balls	\$7	360.14	\$14	\$21	\$28	\$35
2 white balls & PB	\$7	706.43	\$14	\$21	\$28	\$35
1 white ball & PB	\$4	110.81	\$8	\$12	\$16	\$20
0 white balls & PB	\$4	55.41	\$8	\$12	\$16	\$20

Overall chances: 1 in 31.85

Cost: \$2 for one play; \$1 additional for Power Play

Drawings: Wednesday and Saturday, 9:59 p.m. Central Time

No ticket sales: Wednesday and Saturday, 8:59 to 10 p.m.; 2 to 5 a.m. daily

Total jackpots won in Missouri: 40

\$1 million or more Match 5: 37

Average jackpot won in Mo.: \$56.4 million

Average winners per draw: 14,800

Percent of sales using Quick Pick: 88 percent

Largest jackpot won: \$590.5 million on May 18, 2013, to a winner in Zephyrhills, Fla.

Largest jackpot sold in Mo.: \$293.7 million on Nov. 28, 2013, claimed by a family from Dearborn

Mega Millions

Mega Millions® is a multi-lottery Draw Game, similar to Powerball, which offers jackpots that start at \$15 million and grow by no less than \$5 million for each draw. Drawings are held in Atlanta, Ga. There are currently 46 members in Mega Millions including: Arizona, Arkansas, California, Colorado, Connecticut, Delaware, D.C., Florida, Georgia, Idaho, Illinois, Indiana, Iowa, Kansas, Kentucky, Louisiana, Maine, Maryland, Massachusetts, Michigan,

Minnesota, Missouri, Montana, Nebraska, New Hampshire, New Jersey, New Mexico, New York, North Carolina, North Dakota, Ohio, Oklahoma, Oregon, Pennsylvania, Rhode Island, South Carolina, South Dakota, Tennessee, Texas, Vermont, Virgin Islands, Virginia, Washington, West Virginia, Wisconsin and Wyoming. The Draw Game officially began in Missouri on Jan. 31, 2010.



To Play Mega Millions

- Select five different numbers from 1 to 75.
- Select one Mega Ball® between 1 and 15.
- Or use Quick Pick (“QP”) to allow the computer to choose the numbers randomly.

Game Options

- **Multi-Draw:** Mega Millions can be played for 1, 2, 3, 4, 5, 10 or 15 consecutive drawings. Each play costs \$1.
- **Megaplier®:** Megaplier is a feature that, for an extra \$1 per playboard, can increase non-jackpot prize winnings by 2, 3, 4 or 5 times its base value. To play, mark the “Y” or “YES” box next to “Megaplier” to select this feature for all playboards on the playslip. The Megaplier number will be chosen from a field of 15 numbers according to the following frequency: six “5s,” three “4s,” four “3s” and two “2s.” With the Megaplier feature, any \$1 through \$1 million prize won on a Mega Millions play will be multiplied by that drawing’s Megaplier number.

Payment Options

Jackpot winners have 60 days from the claim date to choose a payment option. If an option is not selected after 60 days, payment automatically defaults to the graduated annuity option.

- **Jackpot payments (annuity):** Advertised jackpot paid out in 30 payments over 29 years.
- **Lump-sum payment (cash):** The cash option prize is approximately half of the advertised jackpot. If a winner chooses the cash option, he or she will get the cash the Lottery would have invested over the 29-year annuity period to pay the advertised prize amount.

Mega Millions

Prize levels and chances:

Match	Win	Chances: 1 In	Prize Payouts with Megaplier			
			2	3	4	5
5 white balls & Mega Ball	Jackpot	258,890,850				
5 white balls	\$1 million	18,492,204	\$2 million	\$3 million	\$4 million	\$5 million
4 white balls & Mega Ball	\$5,000	739,688	\$10,000	\$15,000	\$20,000	\$25,000
4 white balls	\$500	52,835	\$1,000	\$1,500	\$2,000	\$2,500
3 white balls & Mega Ball	\$50	10,720	\$100	\$150	\$200	\$250
3 white balls	\$5	766	\$10	\$15	\$20	\$25
2 white balls & Mega Ball	\$5	473	\$10	\$15	\$20	\$20
1 white ball & Mega Ball	\$2	56	\$4	\$6	\$8	\$10
0 white balls & Mega Ball	\$1	21	\$2	\$3	\$4	\$5

Overall chances: 1 in 14.7

Cost: \$1 for one play; \$1 per Megaplier

Drawings: Tuesday and Friday, 10 p.m. Central Time

No ticket sales: Tuesday and Friday, 8:59 p.m. to 10 p.m.; 2 to 5 a.m. daily

Average winners per draw: 23,554

Percent of sales using Quick Pick: 92 percent

Largest jackpot won: \$656 million on March 30, 2012; three tickets sold in Illinois, Kansas and Maryland

Lucky for Life

Lucky for Life™ is a multi-lottery Draw Game that offers players 10 ways to win top prizes for life. Drawings are held in Hartford, Conn. As of Jan. 27, 2015, there were 14 members in Lucky for Life, including: Arkansas, Connecticut, Delaware, Idaho, Maine, Massachusetts, Michigan, Minnesota, Missouri, Montana, New Hampshire, Rhode Island, South Carolina and Vermont.

To Play Lucky for Life

- Select five numbers between 1 and 48.
- Select one Lucky Ball between 1 and 18.
- Or use Quick Pick ("QP") to allow the computer to choose the numbers randomly.

Payment Options

- **Jackpot payments (annuity):** Jackpots paid out over a minimum of 20 years.
- **Lump-sum payment (cash):** \$5,750,000 (divided by the number of winners) for top prize; \$390,000 for second prize.

Prize levels and chances:

Match	Win	Chances: 1 In
5 of 5 + Lucky Ball	\$1,000/Day for Life ¹	30,821,472
5 of 5	\$25,000/Year for Life ²	1,813,028
4 of 5 + Lucky Ball	\$5,000 ³	143,356
4 of 5	\$200	8,433
3 of 5 + Lucky Ball	\$150	3,413
3 of 5	\$20	201
2 of 5 + Lucky Ball	\$25	250
2 of 5	\$3	15
1 of 5 + Lucky Ball	\$6	50
0 of 5 + Lucky Ball	\$4	32

Top Prize 5 + 1

¹Minimum top-prize payment period is 20 years. Top-prize winners may choose the Cash Option as an alternative to the Annuitized Payment Option, the amount of which will be set forth in a Published Notice. The top prize amount shown is based on one winning ticket. The top-prize is pari-mutuel and may be less than shown.

- 1 top-prize winning ticket: \$7,000 a week for life.
- For 2-14 top-prize winning tickets: The prize value is split equally among all winning top-prize tickets. The minimum prize value for this winning category is \$500 a week for life on each top-prize winning ticket.
- For 15 or more top-prize winning tickets: A total of \$7,125,000 will be split equally among all winning top-prize tickets and paid in one lump sum. The minimum prize value for this category shall not be less than any lower tier prize paid in that respective drawing.

Second Prize 5 + 0

²Minimum second-prize payment period is 20 years. Second-prize winners may choose the Cash Option as an alternative to the Annuitized Payment Option, the amount of which will be set forth in a Published Notice. The second-prize amount shown is based on one to twenty winning tickets. The second-prize is pari-mutuel and may be less than shown.

- For 1 - 20 second-prize winning tickets: The annuitized prize level will be \$25,000 a year for life.
- For 21 or more second-prize winning tickets: A total of \$9,400,000 will be split equally among all winning second-prize tickets and paid in one lump sum. The minimum prize value for this category shall not be less than any lower tier prize paid in that respective drawing.

Third Prize 4 + 1

³The \$5,000 prize value is guaranteed to 1,000 winning tickets. If the number of winning tickets exceeds 1,000, the total prize liability of \$5,000,000 is divided equally among the winning tickets. The minimum prize value for this category is \$200.

All prizes are rounded to the nearest dollar. For complete game rules, go to MOLottery.com

MISSOURI LOTTERY



MISSOURI LOTTERY

Lucky for Life
THE GAME OF A LIFETIME™

MULTI DRAW (2) (3) (4) (5) (10) (15)

\$2 A Pick 5 or Quick Pick (QP)

1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 QP

LUCKY BALL Pick 1 or Quick Pick (QP)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 VOID QP

\$2 B Pick 5 or Quick Pick (QP)

1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 QP

LUCKY BALL Pick 1 or Quick Pick (QP)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 VOID QP

\$2 C Pick 5 or Quick Pick (QP)

1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 QP

LUCKY BALL Pick 1 or Quick Pick (QP)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 VOID QP

\$2 D Pick 5 or Quick Pick (QP)

1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 QP

LUCKY BALL Pick 1 or Quick Pick (QP)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 VOID QP

\$2 E Pick 5 or Quick Pick (QP)

1 2 3 4 5 6 7 8
9 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24
25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40
41 42 43 44 45 46 47 48 QP

LUCKY BALL Pick 1 or Quick Pick (QP)

1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
17 18 VOID QP

Overall chances: 1 in 7.8

Cost:

\$2 for one play

Drawings: Monday and Thursday, 9:38 p.m. Central Time

No ticket sales: Monday and Thursday, 8:30 p.m. to 10 p.m.; 2 to 5 a.m. daily

Lotto

Missouri Lotto is an in-state Draw Game that offers players a chance to win a life-changing prize. Jackpots start of \$1 million and have reached as high as \$19 million. The Draw Game officially began on Oct. 1, 1986.



To Play Lotto

- Select two sets of six different numbers between 1 and 44 and mark them on a Lotto playslip, or use Quick Pick (“QP”) to allow the computer to choose the numbers randomly.

Game Options

- **Multi-Draw:** Play the same numbers for up to 15 consecutive drawings by selecting “MULTI-DRAW.” Lotto can be played for 1, 2, 3, 4, 5, 10 or 15 consecutive drawings.
- **Lotto Doubler:** Lotto Doubler is a FREE feature that gives players the chance to double winnings whenever a Lotto ticket is purchased. Lotto tickets are randomly printed with the message, “THIS IS A DOUBLER TICKET!” Whenever a Lotto ticket is purchased that has this message printed on it and the player wins a non-jackpot prize, the prize is doubled.

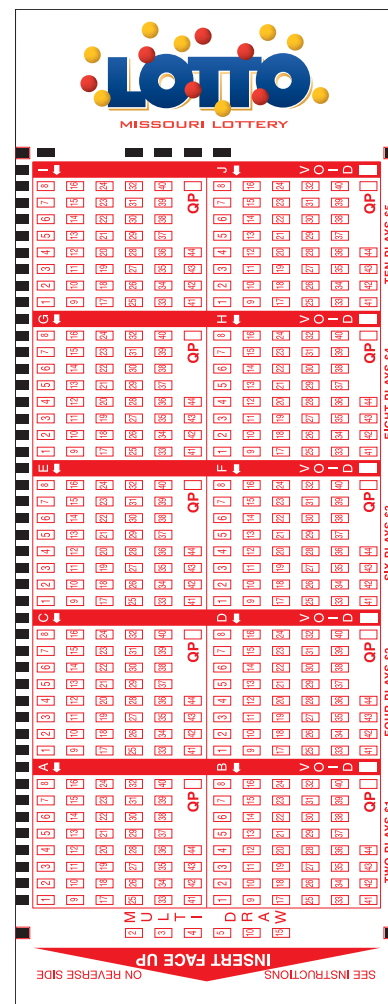
Payment Options

Jackpot winners have 60 days from the claim date to choose a payment option. If players do not choose an option after 60 days, payment automatically defaults to the annuity option.

- **Annual payments (annuity):** Prize is paid out over 25 years.
- **Lump-sum payment (cash):** Approximately half the advertised jackpot.

Prize levels and chances:

Match	Win	Chances: 1 in
6 of 6 numbers	Jackpot	3,529,526
5 of 6 numbers	\$715 (average amount)	15,480
4 of 6 numbers	\$29 (average amount)	335
3 of 6 numbers	Free Ticket (QP)	21



Overall chances:	1 in 20
Cost:	\$1 for two plays
Drawings:	Wednesday and Saturday, 8:59 p.m. Central Time
No ticket sales:	Wednesday and Saturday, 8:59 p.m. to 9:15 p.m.; 2 to 5 a.m. daily
Average jackpot won:	\$3 million
Average winners per draw:	11,844
Largest jackpot won:	\$19 million
Percentage of sales using Quick Pick:	90 percent

\$250K Triple Play

\$250K Triple Play® is an in-state Draw Game that offers players a top prize of \$250,000, three separate games and nine ways to win, all in one ticket. Sales of the Draw Game officially began on Feb. 23, 2014.

Match two, three or four numbers from any of the nine plays to win cash. Players can win more than once on a single ticket. The same ticket may have winning plays in more than one game. It could also have more than one winning play within Game 2 or Game 3.

\$250k **TRIPLE PLAY**

To Play \$250K Triple Play

- Game 1 – \$250,000 top prize
Pick four numbers between 1 and 60 and mark them on a \$250K Triple Play playslip, or use Quick Pick (“QP”) to allow the computer to choose the numbers randomly.
- Game 2 – \$10,000 top prize
Players will automatically receive an additional **three** plays (Quick Pick only).
- Game 3 – \$5,000 top prize
Players will automatically receive an additional **five** plays (Quick Pick only).

Game Options

- **Multi-Draw:** \$250K Triple Play can be played for 1, 2, 3, 4, 5, 10 or 15 consecutive drawings. Each draw is an additional \$2.

Prize levels and chances:

Game	Match	Win	Chances: 1 In
1	4	\$250,000	487,635
2	4	\$10,000	162,545.33
3	4	\$5,000	97,527.40
Any Game	3	\$30	242.33
Any Game	2	\$2	6.32

Overall chances of winning: 1 in 6.18

Cost: \$2 for one play

Drawings: Wednesday and Saturday, 8:59 p.m.

No ticket sales: Wednesday and Saturday, 8:59 p.m., 8:59 p.m. to 9:15 p.m.; 2 to 5 a.m. daily

Total top-prize winners: 9

Average winners per draw: 9,974

Show Me Cash

Show Me Cash® is an in-state daily Draw Game that offers a jackpot that starts at a minimum of \$50,000 and rolls until someone wins. The Draw Game officially began on Jan. 20, 2008.

To Play Show Me Cash

- Select one set of five different numbers between 1 and 39 and mark them on a Show Me Cash playslip.
- Or use Quick Pick (“QP”) to allow the computer to choose the numbers randomly.



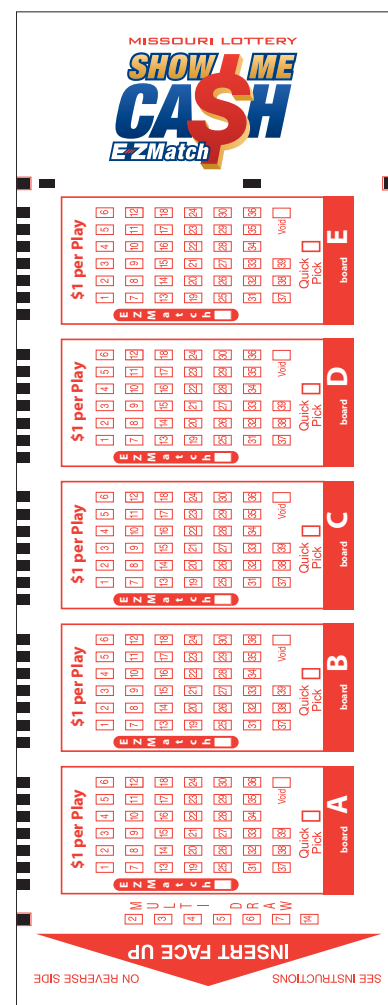
Game Options

- **Multi-Draw:** Play the same numbers for up to 14 consecutive drawings by selecting “MULTI-DRAW.”
- **EZ Match:** For an additional \$1 per Show Me Cash play, players can add EZ Match for a chance to win up to \$500 instantly. Once the EZ Match option is chosen, five EZ match numbers will print on the Show Me Cash ticket below the Show Me Cash numbers. If any of the EZ Match numbers match the selected Show Me Cash numbers (regardless of the order), the player instantly wins the prize amount printed next to the matched EZ Match numbers.

Prize levels and chances:

Match	Win	Chances: 1 In
5 of 5 numbers	Jackpot – minimum of \$50,000	575,757
4 of 5 numbers	\$250	3,386.8
3 of 5 numbers	\$10	102.6
2 of 5 numbers	\$1	9.6

Overall chances of winning:	1 in 8.77
Cost:	1 play (combination) for \$1; or \$2 for 1 play with EZ Match
Drawings:	8:59 p.m. daily
No ticket sales:	8:59 to 9:15 p.m. and 2 to 5 a.m. daily
Average jackpot won:	\$151,793
Total jackpot winners:	346
Average winners per draw:	10,008
Percentage of sales using Quick Pick:	82 percent
Largest jackpot won:	\$988,000



Pick 3

Pick 3 is a twice-daily cash Draw Game that offers players a chance to win up to \$600. The Draw Game officially began on Feb. 26, 1987.



To Play Pick 3

- Pick three numbers between 0 and 9, mark them on the Pick 3 playslip and select a play amount, or use Quick Pick ("QP") to allow the computer to choose the numbers randomly.
- Select Midday, "Evening," or "Both" depending on the drawings desired.

Game Options

- **Multi-Draw:** Play the same numbers for up to 14 consecutive drawings (midday or evening) by selecting "MULTI-DRAW."
- **Play Types:** Decide the order of your numbers: straight, box, straight/box, front pair, back pair, Combo or 1-Off®.

Straight: Match your numbers in exact order as drawn.

Box: Match your numbers in any order.

Straight/Box: Match your numbers in exact order or any order.

Front Pair: Match the first two digits in exact order.

Back Pair: Match the last two digits in exact order.

Combo: Gives all possible three-number combinations of the chosen numbers for an exact-order win.

1-Off: Win if your numbers are one digit off the winning numbers drawn. 1-Off gives players 27 chances to win on a single ticket.

Liability Limits

Two Missouri Lottery games – Pick 3 and Pick 4 – have liability limits, meaning players may be denied the purchase of numbers when a certain number of tickets with a particular combination have been sold. Liability limits have been placed on these games to keep the Lottery from selling more winning tickets than it can pay. The liability limit is \$1.5 million for Pick 3. Setting liability limits is standard in the lottery industry on games with fixed payouts.

Prize levels and chances:

(see following page)

Cost:

50 cents or \$1 per play; additional \$1 for 1-Off

Drawings:

12:45 and 8:59 p.m. daily

No ticket sales:

12:45 to 12:59 p.m., 8:59 to 9:15 p.m. and 2 to 5 a.m. daily

Average daily winners:

1,132

Percentage of sales using Quick Pick:

15 percent



Pick 3

Pick 3 Play Combinations, Payouts and Chances

Type of play	Match 3 numbers in	Example number	Win if any of these combinations are drawn	Payout on a \$1 play	Chances: 1 in
• \$1 Straight	Exact order	529	529	\$600	1,000
• \$1 Box					
6-way (number has 3 different digits)	Any order	529	529, 592, 952, 925, 259, 295	\$100	167
3-way (number has 2 same digits)	Any order	599	599, 959, 995	\$200	333
• \$1 Straight /Box (50/50 cents)					
6-way (number has 3 different digits)	Exact order <i>or</i> any order	529	529 <i>or</i> 592, 952, 925, 259, 295	\$350 <i>or</i> \$50	1,000 <i>or</i> 167
3-way (with 2 same digits)	Exact order <i>or</i> any order	599	599 <i>or</i> 959, 995	\$400 <i>or</i> \$100	1,000 <i>or</i> 333
• \$1 Front Pair (first 2 digits only)	Exact order	52X	Any 3-digit number beginning with 52	\$60	100
• \$1 Back Pair (last 2 digits only)	Exact order	X29	Any 3-digit number ending with 29	\$60	100
• Combo*					
\$6 6-way (number has 3 different digits)	Any order	529	529, 592, 952, 925, 259, 295	\$600	167
\$3 3-way (number has 2 same digits)	Any order	599	599, 959, 995	\$600	333
• \$1 1-Off					
Straight Match	Exact order	529	529	\$300	1,000
1-Off one digit	Exact order	529	429, 519, 528, 520, 539, 629	\$29	166.67
1-Off two digits	Exact order	529	419, 428, 420, 439, 518, 510, 538, 530, 619, 628, 620, 639	\$4	83.33
1-Off three digits	Exact order	529	418, 410, 438, 430, 618, 610, 638, 630	\$9	125

* This wager provides the player all possible combinations of the three numbers chosen for an exact-order win.

Pick 4 is a twice-daily cash Draw Game that offers players a chance to win up to \$6,000. The Draw Game officially began on Nov. 2, 1998.

To Play Pick 4

- Pick four numbers between 0 and 9, mark them on the Pick 4 playslip and select a play amount, or use Quick Pick (“QP”) to allow the computer to choose the numbers randomly.
- Select Midday,” “Evening,” or “Both” depending on the drawings desired.

Game Options

- **Multi-Draw:** Play the same numbers for up to 14 consecutive drawings (midday or evening) by selecting “MULTI-DRAW.”
- **Play Types:** Decide the order of your numbers: straight, box, straight/box, front pair, back pair, Combo or 1-Off®.

Straight: Match your numbers in exact order as drawn.

Box: Match your numbers in any order.

Straight/Box: Match your numbers in exact order or any order.

Front Pair: Match the first two digits in exact order.

Back Pair: Match the last two digits in exact order.

Front Three: Match the first three digits in exact order.

Back Three: Match the last three digits in exact order.

Middle Pair: Match the middle two digits in exact order.

Combo: Gives all possible four-number combinations of the chosen numbers for an exact-order win.

1-Off: Win if your numbers are one digit off the winning numbers drawn. 1-Off gives players 81 chances to win on a single ticket.

Liability Limits

Two Missouri Lottery games – Pick 3 and Pick 4 – have liability limits, meaning players may be denied the purchase of numbers when a certain number of tickets with a particular combination have been sold. Liability limits have been placed on these games to keep the Lottery from selling more winning tickets than it can pay. The liability limit is \$1.5 million for Pick 4. Setting liability limits is standard in the lottery industry on games with fixed payouts.

Prize levels and chances:

(see following pages)

Cost:

50 cents or \$1 per play; additional \$1 for 1-Off

Drawings:

12:45 and 8:59 p.m. daily

No ticket sales:

12:45 to 12:59 p.m., 8:59 to 9:15 p.m. and 2 to 5 a.m. daily

Average daily winners:

245

Percent of sales using Quick Pick:

10 percent



The image shows a detailed Pick 4 Missouri Lottery ticket form. It features five vertical boards labeled BOARD A through BOARD E. Each board has a grid for selecting numbers (0-9) and checkboxes for game options: STRAIGHT (Exact Order), BOX (Any Order), STRAIGHT/BOX (Exact Order), FRONT THREE, BACK THREE, FRONT PAIR, BACK PAIR, MIDDLE PAIR, and COMBO. Below the boards, there are checkboxes for MIDDAY, EVENING, and BOTH drawings. At the bottom, there is a red banner that says "INSERT FACE UP" and "ON REVERSE SIDE".



Pick 4

Pick 4 Play Combinations, Payouts and Chances

Type of play	Match 4 numbers in	Win if any of these combinations are drawn	Payout on a \$1 play	Chances: 1 In
• \$1 Straight	Exact order	1234	\$6,000	10,000
• \$1 Box				
4-way (number has 3 same digits)	Any order	3999	\$1,500	2,500
6-way (number has 2 pair same digits)	Any order	2233	\$1,000	1,667
12-way (number has 2 same digits)	Any order	3822	\$500	833
24-way (number has 4 different digits)	Any order	1234	\$250	417
• \$1 Straight /Box (50/50 cents)				
4-way (number has same 3 digits)	Exact order or any order	1112	\$3,750 or \$750	10,000 or 2,500
6-way (number has 2 pair same digits)	Exact order or any order	5566	\$3,500 or \$500	10,000 or 1,667
12-way (number has same 2 digits)	Exact order or any order	9772	\$3,250 or \$250	10,000 or 833
24-way (number has 4 different digits)	Exact order or any order	5678	\$3,125 or \$125	10,000 or 417
• \$1 Front Pair (first 2 digits only)	Exact order	12XX	\$60	100
• \$1 Back Pair (last 2 digits only)	Exact order	XX34	\$60	100
• \$1 Middle Pair (middle 2 digits only)	Exact order	X23X	\$60	100
• \$1 Front 3 (first 3 digits only)	Exact order	123X	\$600	1,000
• \$1 Back 3 (last 3 digits only)	Exact order	X234	\$600	1,000
• Combo (\$4 - 24)	All possible combinations of the 4#s chosen for an exact order win are provided.		\$6,000	Chances depend on numbers selected.

Pick 4

Pick 4 Play Combinations, Payouts and Chances *(continued)*

Type of play	Match 4 numbers in	Win if any of these combinations are drawn	Payout on a \$1 play	Chances: 1 In
• \$1 1-Off				
Straight Match	Exact order	1234	\$3,000	10,000
1-Off one digit	Exact order	1235, 1233, 1244, 1224, 1334, 1134, 2234, 0234	\$152	1,250
1-Off two digits	Exact order	1245, 1243, 1225, 1223, 1335, 1333, 1344, 1324, 1135, 1133, 1144, 1124, 2235, 2233, 2244, 2224, 2334, 2134, 0235, 0233, 0244, 0224, 0334, 0134	\$27	417
1-Off three digits	Exact order	1345, 1343, 1325, 1323, 1145, 1143, 1125, 1123, 2245, 2243, 2225, 2223, 2335, 2333, 2344, 2324, 2135, 2133, 2144, 2124, 0245, 0243, 0225, 0223, 0335, 0333, 0344, 0324, 0135, 0133, 0144, 0124	\$17	313
1-Off four digits	Exact order	2345, 2343, 2325, 2323, 2145, 2143, 2125, 2123, 0345, 0343, 0325, 0323, 0145, 0143, 0125, 0123	\$37	625

Club Keno & Keno To Go

Club Keno® is a daily Draw Game that gives players a chance to win up to \$100,000 per \$1 ticket. Drawings are held every four minutes from 5:04 a.m. to 1:52 a.m. The traditional Club Keno is available at nearly 1,000 social environment locations like restaurants, bars and fraternal organizations. The drawings are shown on television monitors (video only; no audio) at the retail location. The Draw Game officially began on May 28, 2002.



Keno To Go is available at convenience stores, grocery stores and similar locations.

To Play Club Keno

- To play, choose numbers (also called “spots”) desired from 1 to 10. Twenty numbers from a field of 1-80 will be chosen randomly by the computer. Players win for the drawing they played if their numbers match those drawn. The more numbers a player matches, the more they will win. Players can even win by not matching any spots in a 10-spot game.



Game Options

- **Progressive:** A FREE feature. Play the 6-, 7- or 8-spot games for a chance at an added rolling jackpot bonus, in addition to regular top prizes for these spots.
- **Multiplier:** This option provides the opportunity to multiply a prize up to 10 times the base amount; up to \$1 million.
- **Bulls-Eye:** This option provides larger prizes and more chances to win.
- **Double Bulls-Eye®:** This option provides more chances at larger prizes and more chances to win.

Progressive Jackpot with 6-, 7- and 8-Spot Games

The 6-, 7- and 8-spot games have an extra rolling jackpot prize called “progressive.” Players are automatically eligible if they choose to play any of these three spots. **There is no additional cost and nothing additional to mark on the playslip.** The Progressive feature adds a rolling jackpot bonus prize in addition to the regular top prizes on these spots (6 of 6, 7 of 7 or 8 of 8 numbers matching those drawn). It is a pari-mutuel jackpot prize, meaning the prize varies depending on the total amount played and number of winners. If a player matches all the numbers on a 6-, 7- or 8-spot game, the player will automatically win both the regular prize and the rolling jackpot bonus prize. If the jackpot is not won during the drawing, it continues to grow.

Progressive Jackpot on Club Keno Monitors

The Keno Progressive jackpot amount is the base play for that spot play and bonus jackpot amount. Example: The base for matching all eight numbers on an 8-spot game is \$10,000. When the monitor displays \$10,500 for the 8-spot Progressive jackpot, it is equal to the \$10,000 base plus the jackpot bonus amount of \$500.


Club Keno & Keno To Go

Multiplier Feature

With this feature, players will have the option, for an extra \$1 per \$1 play, to win up to 10 times the prize amount on all Club Keno base prizes (up to \$1 million). Before each drawing, a wheel is spun to determine the Multiplier number for that drawing. The wheel includes 80 slots with the numbers 1, 2, 3, 4, 5 and 10. Those numbers represent the amount of the Multiplier. See the chart below for overall chances for the Multiplier.

Multiplier number (overall chances 1 in 1.67)	Number of times each number appears on the wheel	Overall chances of number being selected is 1 in:
1	32	2.5
2	34	2.35
3	5	16
4	5	16
5	3	26.7
10	1	80

Chances of at least 2 being selected are 1 in 6.17



1 How many spots (numbers) do you want to play?

1 2 3 4 5 6 7 8 9 10

2 Pick your own numbers or choose the QUICK PICK option.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

3 How many consecutive draws do you want to play?

1 2 3 4 5 10 20

4 How much do you want to play per draw?

\$1 \$2 \$3 \$4 \$5 \$10 \$20

Your total ticket cost will be the number of draws multiplied by the dollar amount played.

Do you want Bulls-Eye?

YES ☐ ← mark box

Play Bulls-Eye for bigger prizes & more ways to win. If you played Bulls-Eye, the total wager amount marked will double.


ON REVERSE SIDE INSERT FACE UP SEE INSTRUCTIONS

Bulls-Eye Feature

The Bulls-Eye option offers larger prizes and more chances to win. One of the winning 20 numbers drawn every four minutes is the red Bulls-Eye number. Every time a player uses Bulls-Eye and matches the Bulls-Eye number, they will win bigger prizes. Players can win a Bulls-Eye prize even if they don't win a Club Keno prize. There are three ways to win when Bulls-Eye is added:

1. Match your number to the Bulls-Eye number drawn with no other Club Keno numbers matching those drawn.
2. Match your numbers to the Bulls-Eye number and additional Club Keno numbers drawn.
3. Match your Club Keno numbers to those drawn with no Bulls-Eye number match.

The total cost of the transaction will be double, meaning the Bulls-Eye wager will always match the amount of your Club Keno wager.



3 How many consecutive draws do you want to play?

1 2 3 4 5 10 20

4 How much do you want to play per draw?

\$1 \$2 \$3 \$4 \$5 \$10 \$20

5 Do you want to play Multiplier?

YES ☐ ← mark box

If you play Multiplier, the total wager amount marked will double.

1 How many spots do you want to play?

1 2 3 4 5 6 7 8 9 10

QUICK PICK

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

2 Pick your numbers or select Quick Pick.

If you are playing the 6, 7 or 8 spot, you are automatically playing the Jackpot Bonus for that spot. See instructions on back.

Insert game slip this direction.

Club Keno & Keno To Go

Double Bulls-Eye Feature

The Double Bulls-Eye option offers even larger prizes and more chances to win. During every Club Keno drawing, 20 winning numbers are drawn. At the end of that drawing, one of those numbers is selected as the Bulls-Eye number. This Bulls-Eye number is red. With the addition of Double Bulls-Eye, a second Bulls-Eye number (green) will be drawn after the first (red) Bulls-Eye has been drawn. Players who play Double Bulls-Eye will win cash when they match either the red or green Bulls-Eye number and even more cash when they match both the Bulls-Eye numbers for Double Bulls-Eye. There are five ways to win cash when Double Bulls-Eye is added to a Club Keno Play:

1. Match the Club Keno numbers played to **either** the red **or** green Bulls-Eye numbers with **no** other Club Keno numbers matching those drawn.
2. Match the Club Keno numbers played to **either** the red **or** green Bulls-Eye numbers **and** additional Club Keno numbers drawn.
3. Match the Club Keno numbers played to **both** the red **and** green Bulls-Eye numbers (Double Bulls-Eye) with **no** other Club Keno numbers matching those drawn.
4. Match the Club Keno numbers played to **both** the red **and** green Bulls-Eye numbers (Double Bulls-Eye) **and** additional Club Keno numbers matching those drawn.
5. Match the Club Keno numbers played to those drawn with no Bulls-Eye number matched.

Club Keno plays with Double Bulls-Eye cost an extra \$2 per \$1 Club Keno play (\$1 Club Keno + \$2 Double Bulls-Eye = \$3 for Double Bulls-Eye).

DOUBLE BULLS-EYE DOUBLE BULLS-EYE DOUBLE BULLS-EYE

Club Keno
MISSOURI LOTTERY

1 How many spots (numbers) do you want to play?
☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 6 ☐ 7 ☐ 8 ☐ 9 ☐ 10

2 Pick your own numbers or choose the QUICK PICK option.

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80

3 How many consecutive draws do you want to play?
☐ 1 ☐ 2 ☐ 3 ☐ 4 ☐ 5 ☐ 10 ☐ 20

4 How much do you want to play per draw?
☐ \$1 ☐ \$2 ☐ \$3 ☐ \$4 ☐ \$5 ☐ \$10 ☐ \$20

Your total ticket cost will be the number of draws multiplied by the dollar amount played.

Do you want to play Double Bulls-Eye?
YES ☐ **NO** ☐ mark box

Play Double Bulls-Eye for bigger prizes & more ways to win.
 If you play Double Bulls-Eye, the total wager amount marked will triple.

INSERT FACE UP
 SEE INSTRUCTIONS ON REVERSE SIDE

Prize levels and chances: (see following pages)

Cost: Players can purchase tickets for \$1, \$2, \$3, \$4, \$5, \$10 or \$20.

Drawings: Daily, every four minutes, from 5:04 a.m. to 1:52 a.m.

No ticket sales: 2 to 5 a.m. daily

Average daily winners: 18,111

Percent of sales using Quick Pick: 35 percent

Club Keno & Keno To Go

Prize Payouts

10-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
10	\$100,000	\$300,000	\$1,000,000
9	\$5,000	\$25,000	\$62,500
8	\$300	\$1,300	\$3,250
7	\$45	\$145	\$363
6	\$10	\$35	\$88
5	\$2	\$7	\$18
4	–	\$3	\$8
3	–	\$2	\$5
2	–	\$2	\$5
1	–	\$5	–
0	\$5	–	–
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	9.05	8	NA
\$1 Club Keno, \$2 Double Bulls-Eye	9.05	4.51	70.22

9-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
9	\$30,000	\$80,000	\$200,000
8	\$3,000	\$8,000	\$20,000
7	\$125	\$525	\$1,313
6	\$20	\$60	\$150
5	\$5	\$15	\$38
4	\$1	\$6	\$15
3	–	\$2	\$5
2	–	\$2	\$5
1	–	\$5	–
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	6.53	8.89	NA
\$1 Club Keno, \$2 Double Bulls-Eye	6.53	4.95	87.78

8-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
8	\$10,000	\$50,000	\$125,000
7	\$550	\$1,800	\$4,500
6	\$75	\$200	\$500
5	\$6	\$26	\$65
4	\$2	\$7	\$18
3	–	\$2	\$5
2	–	\$2	\$5
1	–	\$5	–
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	9.77	10	NA
\$1 Club Keno, \$2 Double Bulls-Eye	9.77	5.49	112.86

7-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
7	\$5,000	\$12,500	\$31,250
6	\$100	\$500	\$1,250
5	\$15	\$75	\$188
4	\$2	\$12	\$30
3	\$1	\$4	\$10
2	–	\$2	\$5
1	–	\$5	–
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	4.23	11.43	NA
\$1 Club Keno, \$2 Double Bulls-Eye	4.23	6.18	150.48

6-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
6	\$1,000	\$3,500	\$8,750
5	\$55	\$155	\$388
4	\$6	\$31	\$78
3	\$1	\$6	\$15
2	–	\$3	\$8
1	–	\$5	–
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	6.19	13.33	NA
\$1 Club Keno, \$2 Double Bulls-Eye	6.19	7.12	210.67

Club Keno & Keno To Go

Prize Payouts

5-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
5	\$330	\$930	\$2,325
4	\$20	\$80	\$200
3	\$2	\$12	\$30
2	—	\$4	\$10
1	—	\$5	—
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	10.34	16	NA
\$1 Club Keno, \$2 Double Bulls-Eye	10.34	8.43	316

4-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
4	\$60	\$300	\$750
3	\$5	\$25	\$63
2	\$1	\$11	\$28
1	—	\$5	—
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	3.86	20	NA
\$1 Club Keno, \$2 Double Bulls-Eye	3.86	10.39	526.67

3-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
3	\$25	\$125	\$313
2	\$2	\$17	\$43
1	—	\$8	—
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	6.55	26.67	NA
\$1 Club Keno, \$2 Double Bulls-Eye	6.55	13.68	1,053.33

2-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
2	\$10	\$62	\$155
1	—	\$15	—
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	16.63	40	NA
\$1 Club Keno, \$2 Double Bulls-Eye	16.63	20.26	3,160

1-SPOT GAME			
Match	Club Keno Prize	Bulls-Eye	Double Bulls-Eye
1	\$2	\$50	NA
Chances 1 in >>			
\$1 Club Keno, \$1 Bulls-Eye	4	80	NA
\$1 Club Keno, \$2 Double Bulls-Eye	4	40	NA



MO Lottery

***Numbers, Prizes,
Drawings***

How to Claim Cash Prizes

Finding Winning Numbers

- Visit the Lottery's website, MOLottery.com;
- Check-A-Ticket machines and terminals at Lottery retailers;
- Ask a retailer for a Winning Numbers Report;
- Become a *My Lottery* member at MOLottery.com and sign up to receive winning numbers via email or text message;
- Newspapers, TV and radio;
- Call the Lottery's hotline number or regional office (see phone number list on p. 9).

Claiming Cash Prizes

Missouri Lottery retailers may be able to redeem prizes up to \$600. Players can also redeem prizes through the mail or at any of the Missouri Lottery's four offices. (See page 9 for office addresses.) Addresses and maps for each office also are available on the Lottery's website, MOLottery.com. Office maps are also found in the Reference Section in the back of this publication.

Powerball, Mega Millions or Lucky for Life jackpot/top prize winners must present the winning ticket at Missouri Lottery Headquarters in Jefferson City during regular business hours to validate and claim their prize. Lotto jackpot and Scratchers top prizes can be claimed at any Lottery office.

If a prize is more than \$600, the winning ticket must be accompanied by a completed claim form and a W-9 form, which are available at Lottery retailers, Lottery offices and on the website at MOLottery.com. Winning tickets must have a name, address, telephone number and signature to be redeemed.

Mail winning tickets to:

Missouri Lottery
Ticket Redemption
P.O. Box 7777
Jefferson City, MO 65102-7777

Players have exactly 180 days from a Scratchers game's official end date to claim a prize or exactly 180 days from a Draw Game drawing to claim a prize. Official game end dates can be found at MOLottery.com.

Taxes

The Lottery withholds 4 percent Missouri state taxes on prizes of more than \$600 and an additional 25 percent federal tax for prizes more than \$5,000. Depending on a player's income situation, he or she may owe additional taxes or may receive a refund. The Lottery will mail a W-2G form to winners of \$600 or more in January of the following year.

Missouri Lottery Drawings

Missouri Lottery Drawings

The Lottery's computerized drawing system, which was implemented on July 19, 2004, uses technology to select the numbers for our in-state Draw Games. The computerized system, named ODDS (Online Daily Draw System), is housed in a secure draw room in Jefferson City. These draw computers are not connected to the Internet or any other network source. The room has no other phone or data lines from which to send or receive information.

The system is operated by a Lottery employee, the draw manager, in the presence of an independent auditor. The draw manager conducts pre-tests for all games to ensure the system is working properly. Only then do the drawings take place. The system is designed to permit only one drawing per game per draw date.

Only designated Lottery drawing personnel and an independent auditor are allowed in the room during a drawing. Every drawing is monitored by motion-activated video cameras which record every action on the draw computer and in the drawing room. Access to this room is further limited by a keypad that allows only designated draw personnel to enter the room. Furthermore, the computer used to draw the numbers is randomly selected from a field of three before the draw.

The computers also use fingerprint recognition to begin the draw. Consequently, only designated draw personnel will be able to use the drawing computers. In addition to the motion-activated video cameras in the draw room, all Automated Draw Machines (ADMs) record all of the keystrokes made for each drawing. This room includes a large window so the public and other Lottery personnel can view the drawings.

There is also a procedure the draw managers use (a seal-like software), which shows that no draws have been conducted since the last draw. Additionally, the Lottery's draw system has undergone numerous independent tests and certifications to guarantee randomness. A statistics professor from the University of Missouri-Columbia and an independent testing lab for gaming regulators certified the Lottery's ODDS software, random-number generator, draw procedures and physical security of the draw room. Along with the daily random number pre-tests conducted by the draw manager and independent auditor, the Lottery's security division also conducts monthly checks on the system to ensure randomness.

National Games

Drawing times:	Powerball	9:59 p.m. on Wednesday and Saturday in Tallahassee, Fla.
	Mega Millions	10 p.m. on Tuesday and Friday in Atlanta, Ga.
	Lucky for Life	9:38 p.m. on Monday and Thursday in Hartford, Conn.

Missouri Games

Drawing times:	Missouri Lotto	8:59 p.m. on Wednesday and Saturday
	\$250K Triple Play	8:59 p.m. on Wednesday and Saturday
	Show Me Cash	8:59 p.m. daily
	Pick 3/Pick 4	12:45 p.m. and 8:59 p.m. daily



MO Lottery

Winner Information

Winner Information and Remaining Prizes

Winner Information

During FY14, which ran from July 1, 2013, to June 30, 2014, more than 198,000 individuals won a prize in the Lottery every day. In total, players won more than \$766 million in FY14. To date, Missouri Lottery players have won more than \$10.5 billion in prizes overall.

In FY14, 35 players won life-changing jackpots ranging from \$1 million to \$96.5 million, totaling more than \$235.9 million. Also, in fiscal year 2014, 56 players won between \$50,000 and \$988,000 playing Show Me Cash.

Remaining Scratchers Prizes

Scratchers players can view and compare remaining prize information for all Scratchers games at MOLottery.com. On the main Scratchers page, players can compare the remaining prizes in the top four prize levels of each game, along with the total cash prizes remaining for that game, with all other games that are currently selling in retail locations.

Since as many as 40 games can be selling at one time, Scratchers players can sort the list by ticket price. Once the page reloads, the list will be reorganized with all the games at that price point for each comparison. The list can also be sorted by start date, game number and game name.

By clicking on the game name in the list, players are directed to a more detailed page about that game. Information on the page includes all prize levels listed for that game and corresponding remaining prize information, total cash prizes won and remaining for that game, how-to-play instructions, a graphic of the game ticket and average chances of winning a prize in that specific game. Information is updated daily.

Unclaimed Prizes

Unfortunately, some players don't realize they have won a Missouri Lottery prize – either they threw their ticket away, waited until the redemption deadline lapsed or simply made an error when looking at the ticket. Whatever the reason, approximately 1 percent of sales will be reflected in unclaimed prizes each year.

Currently, unclaimed prize money is transferred to the Lottery Proceeds Fund to benefit public education. Prior to fiscal year 2001, unclaimed prize money was returned to players as prizes and promotions.

The largest Missouri prize to go unclaimed was a Lotto prize for \$1.7 million from the Feb. 20, 1999, drawing. That ticket was sold at Git-N-Go, 2808 S. Campbell, in Springfield. In addition, 41 Powerball prizes of \$100,000 and six prizes worth \$200,000 have gone unclaimed since the game began in 1992.

Millionaire Winner Information

Missouri Lottery-made millionaires as of Feb. 5, 2015:

415 winning tickets total (one Lotto prize of \$1.7 million went unclaimed)

Jackpots	Game	Total Prizes Awarded
10	Jackpot Wheel Spin	\$31,625,514
228	Lotto	\$691,844,183
7	Lotto America (multi-state game)	\$55,400,000
3	Megabucks (multi-state game)	\$34,782,905
30	Powerball won (multi-state game) (40 total winners in multi-state games)	\$2,166,604,989.55 \$2,256,787,894.55
8	Powerball Match 5 \$1,000,000 winners	\$8 million
29	Powerball Match 5 \$1,000,000 winners (from new Powerball that started 01/15/2012)	\$30 million****
1	Powerball Match 5 with Powerplay \$2,000,000 winners	\$2 million
	Mega Millions Match 5 \$1,000,000 winners (from updated Mega Millions that started 10/13/13)	\$3 million
3		
2	Mega Millions Match 5 \$1,000,000 winners	\$2 million
1	MONOPOLY MILLIONAIRES' CLUB Prize	\$1 million
1	Daily Millions	\$1 million
2	Million-Dollar Raffle	\$2 million
3	"Set For Life" instant game	\$3,120,000
2	"Lucky For Life" instant game	\$2,080,000
1	"Weekly Bonus" instant game	\$1,040,000
9	"\$100 Million Cash Spectacular" instant game	\$9 million
8	"Lifetime Riches" instant game	\$10,250,000
8	"100 Million Dollar Blockbuster" instant game	\$8 million
13	"4 Million Dollar Cash Bonanza" instant game	\$22 million*
3	"\$200,000 A Year For Life" instant game	\$12 million
6	"Mega MONOPOLY™" instant game	\$12 million
8	"\$5,000,000 Cash Extravaganza"	\$12 million**
5	"\$200,000 A Year For Life" instant game	\$8 million***
2	"\$3,000,000 Taxes Paid" instant game	\$8,450,706
3	"\$1,000,000 Payout" instant game	\$3 million
3	"\$750,000 Taxes Paid" instant game	\$3,169,014
2	"\$1,000 a Week for Life" instant game	\$2,080,000
2	"\$4,000,000 Cash Spectacular" instant game	\$8 million
2	"\$1,000,000 Classic Cash" instant game	\$2 million
1	"\$2,500 a Year for Life" instant game	\$2,600,000
3	"Millionaire" instant game	\$3 million
2	"\$5,000,000 Jackpot" instant game	\$10 million
2	"50X the Cash" instant game	\$2 million
2	"\$1,000,000 Platinum Payout" instant game	\$2 million
(90 instant game winners - \$145,789,720 total)		

415 \$1 million+ prizes

\$3,175,047,311.55

*Ten \$1 million winners; three \$4 million winners

**Six \$1 million winners, and one \$5 million winner

***Four \$1 million winners, one \$4 million winner

****One prize was \$2 million

Millionaire Winner Information

Missouri's Top Five Jackpot Winners

Rank	Name(s)	Town	Amount	Game	Date
1	Cindy and Mark Hill	Dearborn	\$293.7 million	Powerball	Nov. 28, 2012
2	Chris Shaw	Marshall	\$258.5 million	Powerball	April 21, 2010
3	The Wilson Family	St. Louis	\$254 million	Powerball	Jan. 24, 2007
4	"Lucky 13"	Florissant	\$224.2 million	Powerball	April 12, 2006
5	Marilyn Boldon	Dallas, Texas	\$202.6 million	Powerball	Nov. 8, 2014

First Lottery Millionaire:

Johnnie Magerl (now deceased)
 Kansas City, Kan.
 Feb. 13, 1986
 \$2,116,504
 Jackpot Wheel Spin

Largest Lottery Prize:

Cindy and Mark Hill
 Dearborn
 Nov. 28, 2012
 \$293.7 million
 Powerball

Oldest Millionaire:

Omer Williamson (now deceased)
 Fulton
 Jan. 4, 1992
 Age 85 years, 187 days
 \$3.5 million
 Missouri Lotto

Youngest Millionaire:

Justin Glidewell
 Jefferson City
 December 2006
 Age 18
 \$50,000 a year for life (guaranteed \$1.5 million)
 "Lifetime Riches" Scratchers game

Winner To Go Longest Before Claiming:

Gwendolyn Rackley
 Nine Months And 11 Days
 Kansas City
 Aug. 1, 1998
 \$1.3 million
 Missouri Lotto

Jackpot Shared With Most People:

44 Independence Power & Light co-workers
 May 23, 1998
 \$10 million (\$5.4 million cash)
 Powerball

Largest Jackpot Wheel Spin:

Jean Winters
 St. Louis
 March 12, 1987
 \$8.1 Million

Largest Lotto Jackpot Won:

Phillip and Margaret McClurg
 St. Louis
 June 10, 2000
 \$19 Million

Largest Powerball Prize Won In Missouri:

Cindy and Mark Hill
 Dearborn
 Nov. 28, 2012
 \$293.7 million

First Lotto Winner

Ronald and Mary Ann Brinker
 Pacific
 Oct. 18, 1986
 \$1,136,003

First Powerball Jackpot Won In Missouri:

Ruth House
 St. Ann
 Dec. 23, 1992
 \$5.2 million

Expired Jackpot Ticket:

\$1.7 Million Lotto
 For Feb. 20, 1999, drawing
 Sold at Git-N-Go
 2808 S. Campbell in Springfield

Winner Information

The Typical Missouri Lottery Player:

The average Missouri Lottery player is a 44-year-old white employed female that is a high school graduate with some college education and an average household income between \$25,000 and \$60,000.

Top Three Jackpots Offered in the United States:

Rank	Game	Tickets and Jackpot Amount	Date
1	Mega Millions (Ill., Kan., Md.)	3 tickets – \$656 million	March 30, 2012
2	Mega Millions (Calif. and Ga.)	2 tickets – \$648 million	Dec. 17, 2013
3	Powerball (Fla.)	1 ticket – \$590.5 million	May 18, 2013

Players Who Won Two \$1 Million or More Scratchers Prizes:

Ernest Pullen of Bonne Terre – Won \$1 million on June 4, 2010, on “100 Million Dollar Blockbuster” and won \$2 million on Sept. 17, 2010, on “Mega MONOPOLY”

Roger Hirshey of Carthage – Won \$3 million on Oct. 12, 2011, on “\$3,000,000 Taxes Paid” and won \$2 million on Dec. 19, 2011, on “Mega MONOPOLY”



***MO*Lottery**

Retailer Information

Retailer Information

There are approximately 4,800 retailers currently licensed to sell Missouri Lottery products across the state. Lottery retailers have earned more than \$1 billion in commissions, incentives and bonuses since Lottery sales began in 1986.

How Retailers Benefit

- Lottery retailers who sell Draw Games and Scratchers tickets earn 5 cents for every \$1 in products sold;
- Lottery retailers can receive a bonus equal to 2 percent of the total amount of the prize up to \$600 that they redeem if they meet certain game and sales criteria;
- Lottery retailers receive a \$5,000 bonus for selling a winning Lotto jackpot ticket;
- Lottery retailers receive a \$50,000 bonus for selling a winning Powerball jackpot ticket;
- Lottery retailers receive a \$50,000 bonus for selling a winning Mega Millions jackpot ticket;
- Lottery retailers receive a \$1,000 bonus for selling a winning Match 5 second-tier prize on a Powerball or Mega Millions ticket;
- Lottery retailers receive a \$1,000 bonus for selling a Lucky for Life ticket worth \$1,000 a day for life.
- Lottery retailers receive a \$250 bonus for selling a Lucky for Life ticket worth \$25,000 a year for life.
- Lottery retailers receive a \$1,000 bonus for selling a winning \$250K Triple Play ticket;
- Lottery retailers receive a \$100 bonus for selling a \$250K Triple Play ticket of \$10,000;
- Lottery retailers receive a \$50 bonus for selling a \$250K Triple Play ticket of \$5,000;
- Lottery retailers receive a \$500 bonus for selling a winning Show Me Cash jackpot ticket;
- Lottery retailers who sell a winning Club Keno ticket of \$10,000 or more receive a selling bonus equal to 1 percent of the prize;
- Lottery retailers can participate in Lottery sales contests that offer cash, trips and merchandise prizes; and
- Lottery retailers receive continuous support with in-store visits from sales representatives and weekly or bi-weekly calls.

Becoming a Retailer

To become a Missouri Lottery retailer, contact the nearest Lottery regional office. An application will need to be submitted and criteria will need to be met to qualify.

- Must have a Missouri sales tax license;
- Must not be in business solely to sell Missouri Lottery tickets;
- Must not have any felony convictions or any convictions involving bookmaking, illegal gambling, fraud or misrepresentation;
- Must not be delinquent in the payment of any debt to the state of Missouri;
- Must fill out an application with the Missouri Lottery;
- May be required to be licensed as a probationary retailer in order to sell any Lottery products. If approved by the Lottery, pay a first-year fee of \$75 with a yearly renewal fee currently set at \$50;
- Must agree to electronic funds transfers (EFTs) for licensing/bond fees and ticket invoices.

In most cases, once an application is received by Lottery Retail Operations and no problems are encountered during processing, a retailer can be licensed and ready for ticket orders within seven to 14 working days.

Retailer Information

Under the Code of State Regulations, Division 40 Missouri Lottery, Chapter 40, Retail Sales Licenses 12 CSR 40-40.090 Eligibility for Licenses, those who meet the following criteria are not eligible to sell Missouri Lottery tickets:

- Has been convicted of a felony;
- Is or has been a professional gambler or gambling promoter;
- Has been convicted of bookmaking or any other form of illegal gambling;
- Has been convicted of a crime involving fraud or misrepresentation;
- Has purchased a federal tax stamp for wagering or gambling activity;
- Has been convicted of, or pleaded nolo contendere, to any illegal gambling activity;
- Has had a retail license to sell Lottery tickets revoked by the commission;
- Is an employee of the commission or a spouse, child, brother, sister or parent of an employee of the commission or a commissioner;
- Is under the age of 21;
- Is a lottery contractor or lottery vendor or has direct interest in any lottery contractor or vendor. For purpose of this sub-section, a direct interest shall mean a 10 percent or greater interest by shares or percentage of partnership in any lottery contractor or vendor; and
- Owes any debt to the state of Missouri. For purposes of this sub-section, the state of Missouri shall not include any city or county.

Under the regulation, a person is defined as any natural person, firm, corporation or other legal entity possessing a Missouri Department of Revenue retail sales tax license, as provided by law. For purposes of licensing, “person” refers to the principal owner of a sole proprietorship, principal partner(s) of a partnership, manager of the lottery account within a corporation or a limited liability company, and top two officers of a non-profit organization.

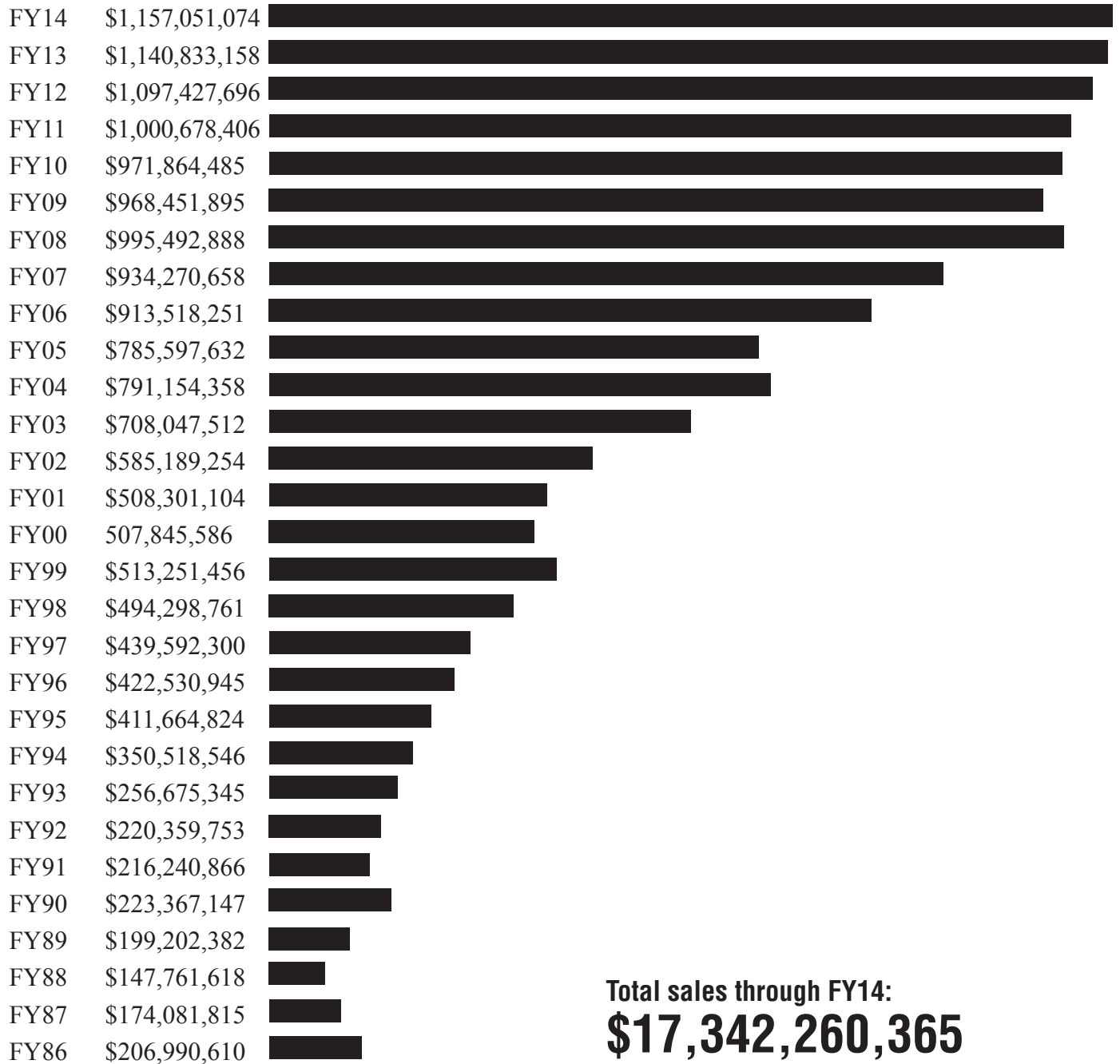


***MO*Lottery**

Sales & Proceeds

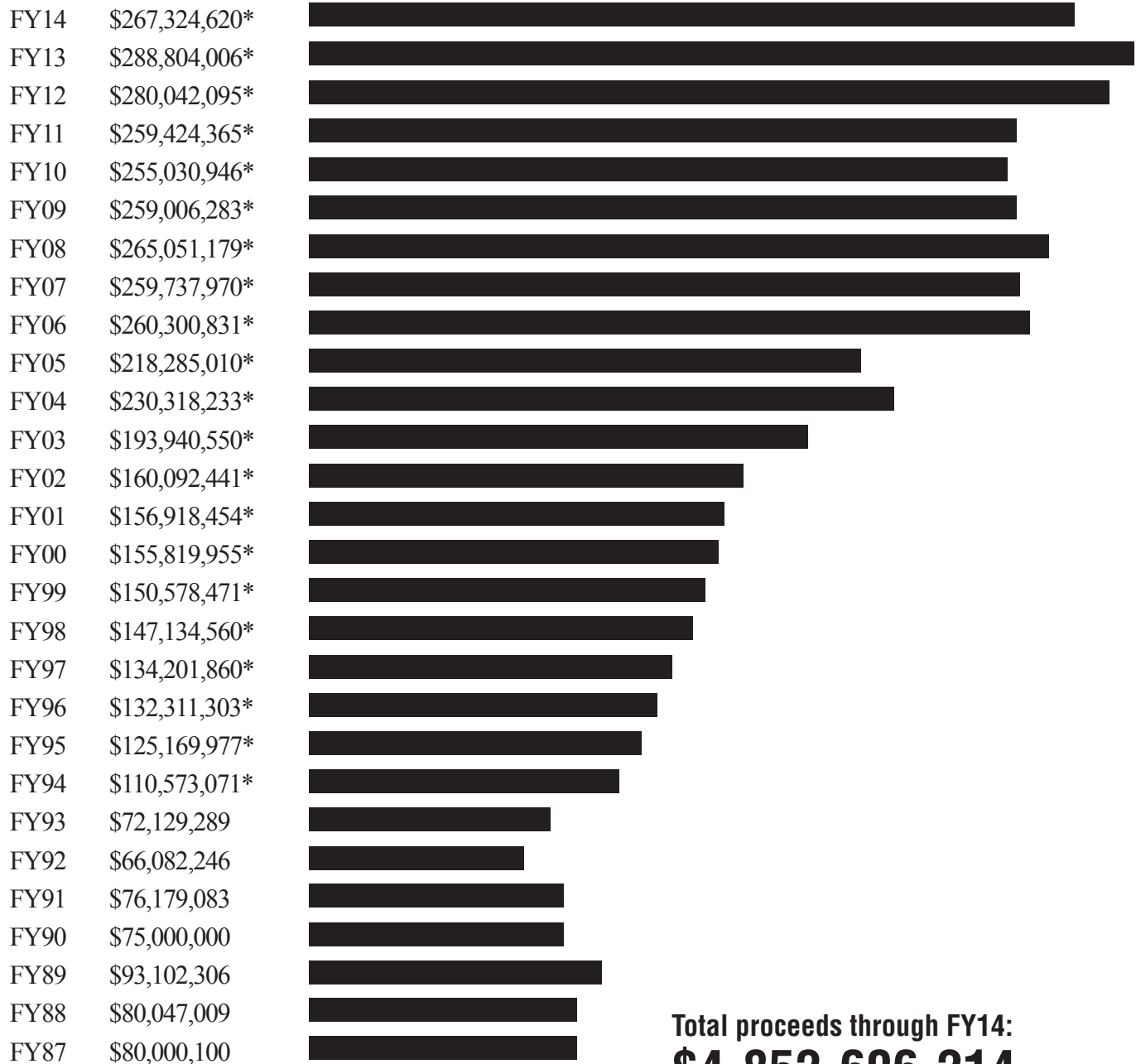
Missouri Lottery Sales History

Missouri Lottery Sales History



Missouri Lottery Proceeds History

Missouri Lottery Proceeds History



*All proceeds to public education. All other years' proceeds went to the General Revenue Fund.

Historical Sales By Product

FY14	Lotto	\$ 22,610,711
	Pick 3	\$ 69,264,771
	Pick 4	\$ 38,840,458
	Powerball	\$ 100,524,928
	Mega Millions	\$ 42,499,882
	Show Me Cash	\$ 31,845,652
	Club Keno	\$ 60,109,683
	EZ Match	\$ 3,483,316
	\$250K Triple Play	\$ 4,237,043
	TOTAL	\$ 373,416,444
FY13	Lotto	\$ 22,114,822
	Pick 3	\$ 65,755,962
	Pick 4	\$ 34,491,756
	Powerball	\$ 127,027,808
	Mega Millions	\$ 26,028,887
	Show Me Cash	\$ 36,830,777
	Club Keno	\$ 65,389,456
	EZ Match	\$ 4,293,456
	TOTAL	\$ 381,932,924
FY12	Lotto	\$ 22,564,631
	Pick 3	\$ 65,074,532
	Pick 4	\$ 31,378,162
	Powerball	\$ 94,688,699
	Mega Millions	\$ 42,792,811
	Show Me Cash	\$ 28,970,446
	Club Keno	\$ 65,331,226
	EZ Match	\$ 4,086,174
	TOTAL	\$ 354,886,681
FY11	Lotto	\$ 25,214,432
	Pick 3	\$ 64,075,659
	Pick 4	\$ 29,557,118
	Powerball	\$ 83,319,805
	Mega Millions	\$ 34,852,442
	Show Me Cash	\$ 29,503,742
	Club Keno	\$ 65,302,751
	Lucky Dough	\$ 45,678
	EZ Match	\$ 2,490,930
	TOTAL	\$ 334,362,557
FY10	Lotto	\$ 28,751,655
	Pick 3	\$ 68,177,109
	Pick 4	\$ 29,117,094
	Powerball	\$ 112,711,538
	Mega Millions	\$ 12,059,295
	Show Me Cash	\$ 26,711,262
	Club Keno	\$ 55,192,089
	Lucky Dough	\$ 1,081,490
	TOTAL	\$ 333,801,532
FY09	Lotto	\$ 28,116,282
	Pick 3	\$ 67,665,040
	Pick 4	\$ 26,434,016
	Powerball	\$ 120,677,712
	Show Me Cash	\$ 22,168,807
	Club Keno	\$ 57,378,494
	Lucky Dough	\$ 1,256,408
	Raffle	\$ 1,717,410
	TOTAL	\$ 325,414,169

FY08	Lotto	\$ 29,955,387
	Pick 3	\$ 68,680,133
	Pick 4	\$ 25,751,837
	Powerball	\$ 138,393,572
	SHOW ME 5 Paydown	\$ 18,836,176
	Club Keno	\$ 57,753,303
	Million-Dollar Raffle	\$ 2,500,000
	TOTAL	\$ 341,870,408
FY07	Lotto	\$ 33,955,803
	Pick 3	\$ 65,091,442
	Pick 4	\$ 24,015,250
	Powerball	\$ 130,795,800
	SHOW ME 5 Paydown	\$ 19,684,271
	Club Keno	\$ 53,273,105
	TOTAL	\$ 326,815,671
FY06	Lotto	\$ 35,062,426
	Pick 3	\$ 62,274,077
	Pick 4	\$ 22,605,473
	Powerball	\$ 151,772,839
	SHOW ME 5 Paydown	\$ 20,861,442
	Club Keno	\$ 49,948,394
	Dream Draw Raffle	\$ 877,591
	TOTAL	\$ 343,402,242
FY05	Lotto	\$ 30,311,403
	Pick 3	\$ 60,558,754
	Pick 4	\$ 21,338,535
	Powerball	\$ 114,485,380
	SHOW ME 5 Paydown	\$ 23,056,447
	Club Keno	\$ 47,616,083
	Xtra (part.)	\$ 173,848
	TOTAL	\$ 297,540,450
FY04	Lotto	\$ 35,015,934
	Pick 3	\$ 53,946,082
	Pick 4	\$ 18,436,614
	Powerball	\$ 147,232,847
	SHOW ME 5 Paydown	\$ 32,683,662
	Club Keno	\$ 51,531,568
	Xtra	\$ 4,014,945
	TOTAL	\$ 334,515,765
FY03	Lotto	\$ 28,736,839
	Pick 3	\$ 53,569,248
	Pick 4	\$ 16,157,969
	Powerball	\$ 125,324,451
	SHOW ME 5 Paydown	\$ 22,665,639
	Club Keno	\$ 42,570,878
	TOTAL	\$ 289,025,024
FY02	Lotto	\$ 27,030,491
	Pick 3	\$ 51,785,842
	Pick 4	\$ 15,292,249
	Powerball	\$ 121,474,897
	SHOW ME 5 Paydown	\$ 22,714,933
	Club Keno	\$ 3,124,386
	TOTAL	\$ 241,422,798
FY01	Lotto	\$ 28,459,170
	Pick 3	\$ 46,539,183
	Pick 4	\$ 12,864,736
	Powerball	\$ 97,920,328
	SHOW ME 5 Paydown	\$ 23,280,662
	TOTAL	\$ 209,064,079

Historical Sales by Product

FY00	Lotto	\$ 35,292,475
	Pick 3	\$ 42,368,038
	Pick 4	\$ 10,549,806
	Powerball	\$ 99,966,448
	SHOW ME 5	\$ 21,923,806
	Triple Play	\$ 2,336,614
	TOTAL	\$ 212,437,187
FY99	Lotto	\$ 24,981,515
	Pick 3	\$ 45,622,562
	Pick 4	\$ 8,759,037
	Powerball	\$ 132,599,484
	SHOW ME 5	\$ 23,537,442
	TOTAL	\$ 235,500,040
FY98	Lotto	\$ 27,875,180
	Pick 3	\$ 49,711,706
	Powerball	\$ 101,082,612
	SHOW ME 5	\$ 23,666,577
	Daily Millions	\$ 5,180,039
	TOTAL	\$ 207,516,114
FY97	Lotto	\$ 31,892,109
	Pick 3	\$ 48,362,345
	Powerball	\$ 76,145,527
	SHOW ME 5	\$ 22,783,598
	Daily Millions	\$ 9,573,752
	TOTAL	\$ 188,757,331
FY96	Lotto	\$ 32,683,662
	Pick 3	\$ 46,609,753
	Powerball	\$ 89,376,918
	SHOW ME 5	\$ 25,534,373
	TOTAL	\$ 194,204,706
FY95	Lotto	\$ 33,520,409
	Pick 3	\$ 40,050,873
	Powerball	\$ 106,848,256
	SHOW ME 5/SuperCash	\$ 19,816,513
	TOTAL	\$ 200,236,051

FY94	Lotto	\$ 30,570,254
	Pick 3	\$ 37,635,504
	Powerball	\$ 88,045,819
	SuperCash	\$ 15,015,899
	TOTAL	\$ 171,267,476
FY93	Lotto	\$ 32,462,902
	Pick 3	\$ 33,634,482
	Powerball	\$ 47,405,923
	SuperCash	\$ 17,714,452
	TOTAL	\$ 131,217,759
FY92	Lotto	\$ 43,011,602
	Pick 3	\$ 29,042,335
	Megabucks/Powerball	\$ 31,475,374
	SuperCash	\$ 13,054,364
	TOTAL	\$ 116,583,675
FY91	Lotto	\$ 41,107,439
	Pick 3	\$ 23,897,703
	Megabucks	\$ 34,702,422
	TOTAL	\$ 99,707,564
FY90	Lotto	\$ 49,079,208
	Pick 3	\$ 19,966,018
	Lotto America	\$ 38,007,956
	TOTAL	\$ 107,053,182
FY89	Lotto	\$ 50,236,771
	Pick 3	\$ 16,394,269
	Lotto America	\$ 22,816,977
	TOTAL	\$ 89,448,017
FY88	Lotto	\$ 33,999,335
	Pick 3	\$ 11,398,784
	Lotto America	\$ 6,233,738
	TOTAL	\$ 51,631,857
FY87	Lotto	\$ 27,061,533
	Pick 3	\$ 6,011,408
	TOTAL	\$ 33,072,941

Scratchers

FY14	\$ 766,609,691	FY04	\$ 434,791,673	FY94	\$ 155,672,822
FY13	\$ 758,900,234	FY03	\$ 393,981,254	FY93	\$ 114,692,661
FY12	\$ 742,541,015	FY02	\$ 316,397,488	FY92	\$ 97,104,051
FY11	\$ 666,315,849	FY01	\$ 272,658,386	FY91	\$ 109,343,213
FY10	\$ 638,062,954	FY00	\$ 266,708,105	FY90	\$ 114,533,882
FY09	\$ 636,574,616	FY99	\$ 248,510,434	FY89	\$ 109,754,365
FY08	\$ 638,533,775	FY98	\$ 257,643,316	FY88	\$ 96,129,761
FY07	\$ 590,045,817	FY97	\$ 222,342,990	FY87	\$ 141,008,874
FY06	\$ 550,961,109	FY96	\$ 198,735,269	FY86	\$ 206,990,610
FY05	\$ 467,326,093	FY95	\$ 183,790,370	TOTAL	\$ 10,396,660,677

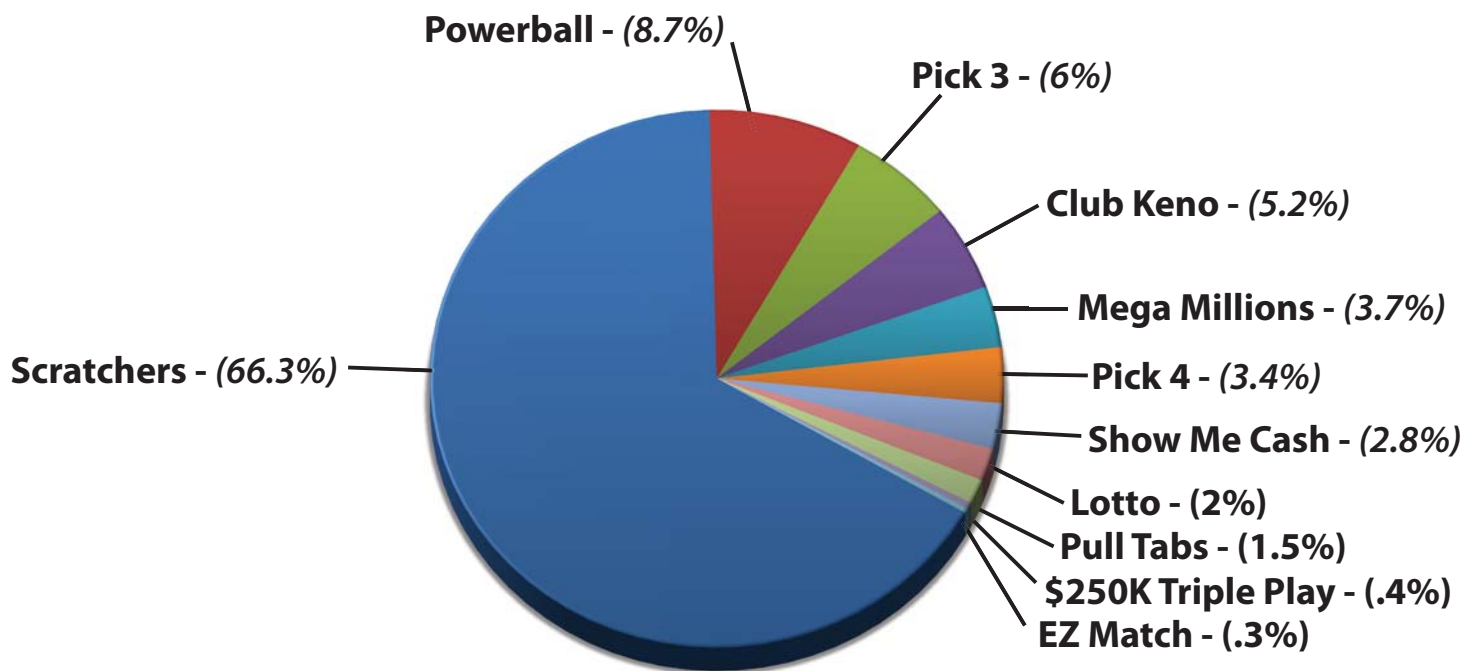
Pull-Tabs

FY14	\$ 17,024,939	FY03	\$ 25,041,235	FY95	\$ 27,638,403
	(began 10/1/13)	FY02	\$ 27,368,968	FY94	\$ 23,578,248
FY09	\$ 6,463,110	FY01	\$ 26,578,639	FY93	\$ 10,764,925
FY08	\$ 15,088,705	FY00	\$ 28,700,294	FY92	\$ 6,672,027
FY07	\$ 17,409,170	FY99	\$ 29,240,982	FY91	\$ 7,190,089
FY06	\$ 19,154,900	FY98	\$ 29,139,331	FY90	\$ 1,780,083
FY05	\$ 20,731,089	FY97	\$ 28,491,979		
FY04	\$ 21,846,920	FY96	\$ 29,590,970		
					\$ 419,495,006

Historical Sales by Product

FY14 Product Sales Percentage Breakdown

Game:	Total Sales:	Percentage of Total Sales:
Scratchers	\$766,609,691	66.3%
Powerball	\$100,524,928	8.7%
Pick 3	\$69,264,771	6%
Club Keno	\$60,109,683	5.2%
Mega Millions	\$42,499,882	3.7%
Pick 4	\$38,840,458	3.4%
Show Me Cash	\$31,845,652	2.8%
Lotto	\$22,610,711	2%
Pull Tabs	\$17,024,939	1.5%
\$250K Triple Play	\$4,237,043	.4%
EZ Match	\$3,483,316	.3%
	\$1,157,051,074	100%



Where Do Missouri Lottery Proceeds Go?

Fiscal Year Results:

The total proceeds contributed to public education in fiscal year 2014 were more than **\$267.3 million**.

How Each Dollar is Divided:

Approximately 24 cents of every dollar spent on the Missouri Lottery benefits Missouri's public education programs; 65 cents goes back to players as prizes, 4.9 cents is used for administrative costs and 6.1 cents goes to retailers in the form of commissions, incentives and bonuses. In all, more than 95 cents of every dollar stays in Missouri.

How Proceeds are Allocated:

When the Lottery began in 1986, proceeds from ticket sales went to the Missouri State General Revenue Fund. In August 1992, voters passed Amendment 11 earmarking Lottery proceeds to solely benefit public education. Each year, the Missouri Legislature determines how these proceeds will be allocated. The proceeds represent about 4 percent of the total funding for Missouri's public elementary, secondary and higher education systems.

Lottery funds help support a variety of programs including the A+ Scholarship Program, Virtual Schools, Special Education Excess Costs, operating costs at colleges and universities and educational scholarships. These programs and others that receive Lottery money provide the resources that help Missouri students fulfill their individual dreams – dreams that define Missouri's future and ultimately benefit all Missouri residents.

Division Of Each Dollar Spent On The Missouri Lottery



**Prizes
65¢**



**Education
24¢**



**Retailers
6.1¢**



**Admin.
4.9¢**

FY15 Missouri Lottery Appropriations

Since 1986, the Missouri Lottery has contributed more than **\$5 billion** to the state of Missouri and public education. Annual Lottery contributions comprise about 4 percent of the state's funding for public education – an effort shared by local, state and federal governments.

For fiscal year 2015, more than \$302.8 million from Lottery proceeds have been appropriated to Missouri's public education programs by the Missouri Legislature through House Bills 2002, 2003 and 2006 from the 97th General Assembly. The following is a list of programs that will receive Lottery proceeds.

Missouri Department of Elementary and Secondary Education **\$174,782,389**

\$128,116,772 (3 percent of total program funding)

Foundation Program

These funds help pay for the Foundation Formula and early childhood special education services.

\$19,590,000 (42 percent of total program funding)

Special Education Excess Costs

The fund was established to reimburse school districts for the educational costs of serving children with individualized education programs exceeding three times the current expenditure per average daily attendance. This fund will be both disability- and placement-neutral, creating a safety net for school districts that have no way of projecting the extraordinary cost of certain high-need students.

\$13,105,978 (4 percent of total program funding)

Classroom Trust Fund

The fund consists of all monies transferred to it under section 160.534, RSMo, all monies otherwise appropriated or donated to it and all unclaimed Lottery prize money. The money deposited into the fund is distributed to each school district in the state qualified to receive state aid on an average daily attendance basis. The funds distributed shall be spent at the discretion of the local school districts.

\$7,768,606 (70 percent of total program funding)

Public Placement Excess Cost Program

This program was established to assist school districts in providing education services to students in residential placements through the Missouri Department of Mental Health or the Missouri Division of Family Services. It pays the excess cost incurred by those school districts for educating these students placed outside the school district where their parents reside.

\$4,311,255 (16 percent of total program funding)

Performance-Based Assessment Program

This program provides funding for continued development, administration and scoring of the statewide Missouri Assessment Program (MAP).

\$1,400,000 (2 percent of total program funding)

Vocational Rehabilitation Program

This money will be used by the Division of Vocational Rehabilitation to assist clients who have disabilities to obtain employment by diagnosis, physical restoration, training, placement and other related services.

FY15 Missouri Lottery Appropriations

\$389,778 (100 percent of total program funding)

Virtual Schools

These proceeds fund the Missouri Virtual School Instruction Program (MoVIP), which offers instruction in a virtual setting using technology, intranet and/or Internet methods of communication. Any student under the age of 21 in grades K-12 who resides in Missouri is eligible to enroll, regardless of the student's physical location.

\$100,000 (100 percent of total program funding)

Kansas City Public School District Programming

This money is for the purpose of funding educational programs for students who reside in the Kansas City public school district. Seventy percent of the funds shall be used to support a research-based extended learning program.

Missouri Department of Higher Education

\$127,978,700

The following Lottery proceeds are used to fund salaries, equipment and library purchases and institution-based student financial aid at each of the public higher education institutions.

\$46,842,748 (11 percent of total state funding)

University of Missouri campuses (Columbia, Kansas City, St. Louis and Rolla)

\$21,659,448 (65 percent of total state funding)

A+ Schools Program

Through this program, students who graduate from a designated A+ School may qualify for state-paid assistance to attend any eligible public community college or technical school in the state.

\$11,916,667 (16 percent of total state funding)

Access Missouri Financial Assistance Fund

The Access Missouri Financial Assistance Program provides scholarships to students based on financial need and academic achievement.

\$10,489,991 (8 percent of total state funding)

Community Colleges

This money will be used for distribution to community colleges as provided in Section 163.191, RSMo.

\$9,670,119 (12 percent of total state funding)

Missouri State University, Springfield

\$6,050,959 (11 percent of total state funding)

University of Central Missouri, Warrensburg

\$4,935,757 (11 percent of total state funding)

Southeast Missouri State University, Cape Girardeau

FY15 Missouri Lottery Appropriations

\$4,576,165 (11 percent of total state funding)
Truman State University, Kirksville

\$3,342,740 (11 percent of total state funding)
Northwest Missouri State University, Maryville

\$2,431,511 (10 percent of total state funding)
Missouri Southern State University, Joplin

\$2,394,327 (11 percent of total state funding)
Missouri Western State University, St. Joseph

\$1,814,072 (10 percent of total state funding)
Lincoln University, Jefferson City

\$1,148,979 (12 percent of total state funding)
Harris-Stowe State University, St. Louis

\$536,217 (11 percent of total state funding)
State Technical College of Missouri, Linn

\$169,000 (14 percent of total state funding)
Other Grant and Scholarship Programs

This money will primarily be used to fund the Missouri Minority Teaching Scholarships Program with any unexpended funds, after awards are made to eligible applicants, to be made available for the Marguerite Ross Barnett Scholarship Program.

Missouri Department of Agriculture \$120,000

The following Lottery proceeds are used to fund expenses, grants, refunds and distributions of the Department of Agriculture, Department of Natural Resources and Department of Conservation.

\$120,000 (100 percent of total state funding)
Veterinary Student Loan Payment Fund

This money was transferred out of the State Treasury, chargeable to the Lottery Proceeds Fund, to the Veterinary Student Loan Payment Fund.



***MO*Lottery**

Programs

Missouri AMBER Alert

In the fall of 2001, the National Center for Missing & Exploited Children (NCMEC) launched the AMBER™ Alert – America's Missing: Broadcast Emergency Response – nationwide. The goal of the program is to assist cities and towns across the U.S. with creating their own emergency alert plan.



In May 2005, Missouri Joined the AMBER Alert Web portal, a nationally connected communication system to help ensure the safety and rescue of missing children.

The Missouri AMBER Alert program is a statewide program designed by the Missouri Department of Public Safety to inform the public of the most serious child-abduction cases. The Missouri Lottery partners with other state and private organizations to communicate the Alerts and utilizes its various communication channels to disseminate AMBER Alert messages to nearly 5,000 retailers, thousands of Lottery players and millions of people worldwide through its website.

How does Missouri AMBER Alert work?

Once law enforcement has been notified about an abducted child, they must first determine if the case meets the activating Missouri AMBER Alert criteria:

1. Law enforcement officials confirms that a child has been abducted;
2. Law enforcement officials believe that the child could be in serious imminent danger; and
3. There are sufficient details concerning the abduction to make a public alert useful.

If these criteria are met, Alert information must be put together for public distribution. The information can include descriptions and pictures of the missing child, the suspected abductor, a suspected vehicle and any other information available and valuable to identifying the child and suspect.

The Missouri Lottery's Role

Missouri Lottery retailers and players are in a unique position to help spot missing children. In the event of a Missouri AMBER Alert, the Lottery will send messages through the terminal to retailers. In addition to the online terminal retailer message, the Missouri AMBER Alert message will scroll on the small VFD screen located at the top of the terminal. The message will also be broadcast on all of the Lottery's monitors and Club Keno monitors.

When possible, this message will also appear on all Draw Game tickets. In addition, the Lottery will publicize the message on the MO Lottery.com website and in the winning numbers email subscription service. The Lottery also provides retailers with special, fill-in-the-blank Missouri AMBER Alert signs that can be downloaded from the Lottery's website, completed and posted.

Missouri Lottery Speakers' Bureau

The Missouri Lottery provides speakers free of charge. To arrange a presentation, interested individuals can contact the speakers bureau coordinator, Frank Finley, at (573) 526-7434 or email Frank.Finley@molottery.com.



***MO*Lottery**

Responsible Gaming

Responsible Gaming

With many things in life, there are people who have problems with moderation. Gaming is no exception. Up to 5 percent of gamblers have problems playing responsibly and could be considered “compulsive” or “pathological.”

Responsible Gaming Mission

“As a gaming entity, the Missouri Lottery recognizes that while the vast majority of Lottery players gamble responsibly, a small number of Lottery players can experience personal, financial and social difficulties due to playing Missouri Lottery games. Therefore, it is the responsibility of the Missouri Lottery to promote responsible gambling, take part in responsible gambling activities and promote the availability of problem gambling treatment.”



What Is Compulsive Gambling?

Compulsive gambling is a behavior disorder in which an individual has an uncontrollable preoccupation and urge to gamble. This results in excessive gambling, the outcome of which is loss of time and money. The gambling reaches the point at which it compromises, disrupts or destroys the gambler’s personal life, family relationships or vocational pursuits. The key signs are emotional dependence on gambling, loss of control and interference with normal functioning.

Do You Have A Problem? Compulsive Gamblers:

- Frequently think about past gambling experiences, future plans or how to get money for gambling;
- Need to increase spending to reach a high level of excitement;
- Have failed at stopping or controlling gambling;
- Become restless and/or irritable when trying to cut back or stop gambling;
- Gamble to escape problems and to feel better;
- Frequently return to “get even” after experiencing losses (chasing one’s losses);
- Lie to cover up gambling activity;
- Have committed or planned illegal acts to finance gambling;
- Have problems with job, school or relationships;
- Rely on others to help out financially.

How To Get Help

The first step in overcoming a compulsive gambling disorder is admitting that there is a problem and recognizing that help is needed. If you think you, or someone you know has a problem with gambling, please:

**Call 1-888-BETSOFF (1-888-238-7633),
Visit the BETS OFF website at 888BETSOFF.org or
Email freehelp@888betsoff.org**

When you call the 24-hour toll-free help line, a counselor at the Life Crisis Center in St. Louis will refer you to free treatment facilities in your area.

Missouri Lottery Responsible Gaming

The Missouri Lottery employs a responsible gaming coordinator, who administers the Lottery's responsible gaming program, oversees all Lottery responsible gaming initiatives and serves on all state, regional and national responsible gaming committees of which the Lottery is a member. Other Lottery staff serves on responsible gaming committees as well.

Missouri Alliance to Curb Problem Gambling

The Missouri Lottery is a founding member of the Missouri Alliance to Curb Problem Gambling (the Alliance). The Alliance, created in 1997, as a partnership between the Missouri Lottery, Missouri Gaming Association, Missouri Council

on Problem Gambling Concerns, Missouri Department of Mental Health's Division of Alcohol and Drug Abuse, Missouri Gaming Commission, Port Authority of Kansas City and a recovery community representative. The Lottery's responsible gaming coordinator serves as the secretary for the Alliance. The Lottery's communication manager and chief branding officer are also members of the Alliance.



The purpose of the Alliance is to educate Missourians on the potential characteristics and dangers of problem and compulsive gambling, to refer compulsive gamblers and their family and friends to free treatment through a toll-free helpline, website and email address, to prevent underage play and to promote responsible gaming.

The Alliance is committed to increasing awareness about responsible gaming and endorsing the free resources and services available to Missourians. Resources and services include:

- A toll-free helpline, 1-888-BETSOFF;
- Website, 888betsoff.org;
- Email address, freehelp@888betsoff.org;
- Annual report;
- Youth addiction prevention program made available to all Missouri educators;
- Awareness campaigns (billboards, brochures, posters);
- Public Service Announcements;
- Speakers' bureau presentations;
- Voluntary exclusion program; and
- Compulsive gambling treatment services.



Missouri Lottery Responsible Gaming

Midwest Consortium on Problem Gambling and Substance Abuse

The Missouri Lottery is a member of the Midwest Consortium on Problem Gambling and Substance Abuse (MCPGSA), a committee comprised of addiction specialists, problem gambling program coordinators and organizations throughout a five-state region – Iowa, Kansas, Missouri, Nebraska and Oklahoma. A primary focus of the MCPGSA is to plan an annual problem gambling and substance abuse conference.



The conference, which draws speakers and participants from throughout the country, is the result of a joint endeavor by the Consortium. The conference offers workshops, presentations and trainings on a variety of topics. Conference participants include certified gambling and substance abuse counselors, elected officials, representatives of the gambling industry, researchers, students and individuals in recovery from addictions.

The Lottery's responsible gaming coordinator served as MCPGSA conference coordinator from 2011-2013 and maintains membership on the Conference's planning committee. The Lottery's video producers and graphic designer remain actively involved with the MCPGSA providing audio, video, graphic and website assistance.

North American Association of State and Provincial Lotteries

The Lottery's responsible gaming coordinator and chief branding officer are members of the North American Association of State and Provincial Lottery's (NASPL) Responsible Gaming Committee. Committee goals include:

- Developing a responsible gaming speakers bureau and presentations, which can be featured at NASPL events (annual meetings, director's meetings, professional development seminars, etc.) and affiliate meetings (Public Gaming Research Institute and La Fleur's conferences);
- Raising responsible gaming awareness by encouraging lottery attendance at National Council on Problem Gambling events;
- Promoting increased responsible gaming state-endorsed helpline messaging on ticket stock and advertisements;
- Developing training programs for lottery staff and retailers; and
- Creating and endorsing a model voluntary exclusion program for lottery products.



World Lottery Association Certification



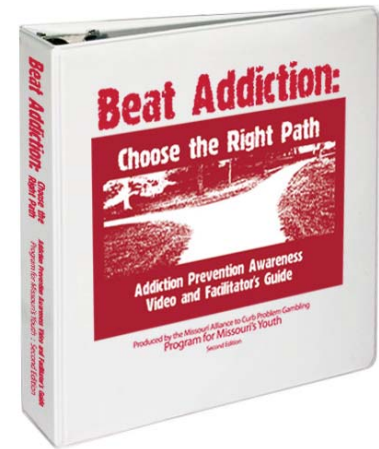
In FY13, the Lottery became one of the first Lotteries in the United States to achieve a Level 2 certification from the World Lottery Association under the Responsible Gaming Framework. This designation was awarded based upon the Lottery's dedication and commitment to responsible gaming.

Development and planning to achieve Level 3 certification in FY15 is currently underway.

Responsible Gaming Awareness Programs

‘Beat Addiction: Choose the Right Path’ Program

In August 2000, the Missouri Alliance to Curb Problem Gambling kicked off a youth gambling prevention campaign to help educate youth, parents, school counselors and officials and the general public about the dangers of gambling at a young age. The campaign included posters, brochures, speaker presentations, informational mailings to school counselors and attendance at educational conferences throughout the state. With assistance provided through the Division of Guidance and Placement at the Missouri Department of Elementary and Secondary Education, the campaign was designed to be the initial step in creating a program to raise awareness about problem gambling.



In 2002, the Lottery developed and distributed an award-winning youth addiction prevention program called “Beat Addiction: Choose the Right Path.” The program was designed to teach students risk factors of addiction and the information necessary to make healthier choices. The program featured a video that focused on one woman and her family’s struggle with addiction, curriculum and informational brochures. The program, which was recommended for grades 9 through 12, was made available for free to all Missouri schools. More than 1,000 Missouri schools requested copies of the video kit. The video was also used and shown in several other states and countries throughout the world.

In 2008, the Beat Addiction program was revised and updated. The updated version, which is recommended for grades 6-12, features four testimonials and re-enactments about teens who have battled various addictions, including: gambling, marijuana, methamphetamine, cocaine, heroin and alcohol. The revised edition also includes the original program from 2002, a facilitator’s guide and poster. The facilitator’s guide was developed with assistance from the Missouri Department of Elementary and Secondary Education to incorporate the Missouri Show Me Standards, which are curriculum guides established in response to federal mandates.

More information can be found at 888betsoff.org.

‘DO THE RIGHT THING’ Retailer Integrity and Responsibility Program

The Missouri Lottery’s Sales team oversees an annual compliance check with the Lottery’s nearly 5,000 retailers in August. These checks ensure that the Lottery’s retailers are following responsible gaming protocols such as player age confirmation, verification of secure Scratchers tickets storage and having Lottery-provided responsible gaming information readily accessible to players.



Responsible Gaming Awareness Programs

Self-Exclusion Program (SEP)

The Missouri Lottery's Voluntary Self-Exclusion Program is a responsible gaming resource for players who classify themselves as problem or pathological gamblers to reduce the incentive to play Lottery games. Since Aug. 1, 2013, the Missouri Lottery has offered a program that allows players to enter into voluntary lifetime self-ban agreements with the Lottery prohibiting those individuals from claiming prizes of more than \$600 and accessing the *My Lottery* Players Club.

Individuals who want to participate in SEP should sign, notarize and then submit agreements to the Lottery. In the agreements, players acknowledge that they are voluntarily applying to be part of the program, which will restrict that player from the ability to claim a prize of more than \$600 at a Lottery office or participate in the *My Lottery* Players Club.

The Lottery maintains a computer database containing the information of SEP participants, which is checked whenever someone claims a prize at a Lottery office. SEP participants will be denied prize payment. The Lottery also removes participants from any mailing or promotional lists and the *My Lottery* Players Club.

Self-Exclusion Program agreements can be downloaded at MOLottery.com or obtained at any Lottery office or sent through the mail. Forms must be completed entirely and notarized.

Completed and notarized forms can either be hand-delivered to any Lottery office or mailed to the Lottery's responsible gaming coordinator at: MO Lottery/SEP, P.O. Box 1603, Jefferson City, Mo., 65102-1603.

Questions should be directed to the following individuals:

- Program questions – Connor Stieferman, responsible gaming coordinator at the Missouri Lottery, at (573) 526-7467 or Connor.Stieferman@molottery.com; and
- Media inquiries – Susan Goedde, communications manager at the Missouri Lottery, at (573) 526-7425 or Susan.Goedde@molottery.com.



***MO*Lottery**

Frequently Asked Questions

Frequently Asked Questions

Q. Do Lottery proceeds really go to schools?

A. Yes. One hundred percent of profits, which works out to be approximately 24 cents of every dollar spent on the Missouri Lottery, goes to Missouri's public schools.

Q. Does the Missouri Lottery offer subscription sales to players?

A. No. Players can purchase Missouri Lottery tickets from a licensed Missouri Lottery retailer. The Lottery cannot mail tickets across state lines.

Q. Does the Lottery keep most of its proceeds?

A. From every dollar spent on a Lottery ticket, more than 95 cents is returned to Missouri residents: an average of 65 cents goes back to players through prizes, 24 cents goes to Missouri's public education system and 6.1 cents is earned by retailers who sell Lottery tickets. Just 4.9 cents of every dollar goes to pay administrative expenses, including advertising, ticket printing and computer system costs.

Q. Who oversees casinos and bingo games?

A. Casinos and bingo games are not a part of the Missouri Lottery. They are governed by the Missouri Gaming Commission.

Q. Who is the "average" Missouri Lottery player?

A. The average player is a 44 white employed female that is a high school graduate with some college education and has an average household income between \$25,000 and \$60,000.

Q. Is there a danger of Lottery players becoming compulsive gamblers?

A. Studies show that about 1 to 5 percent of those who gamble through any means experience problems.

Q. How can I become a Missouri Lottery retailer?

A. Only businesses located within the state of Missouri can be Missouri Lottery retailers. Visit MOLottery.com to learn more.

Q. Can I purchase Lottery tickets online?

A. No. The Missouri Lottery does not currently offer sales via the Internet.

Q. If I win a big jackpot prize or an annuitized Scratchers prize and die before I receive it all, where does the remaining money go?

A. When a winner receiving annuity payments dies, the Missouri Lottery continues to make payments to the winner's estate.

Q. Where can I find past winning numbers?

A. You can find complete lists of past numbers drawn in the "Winning Numbers" section at MOLottery.com.

FAQs

Q. Why is the cash value of a jackpot only about half of what is advertised? Where does the rest of the money go?

A. The lump-sum payment is approximately half of the advertised amount since the Lottery will be giving you the money it would have invested over 25 years for a Lotto jackpot, 29 years (30 graduated payments) for a Powerball jackpot, or 29 years (30 graduated payments) for a Mega Millions jackpot.

Q. Are the terminals in retail locations and the drawing equipment connected in any way?

A. No. Each drawing machine is self-contained and independent of any other system.

Q. Does anyone in Missouri ever win the Powerball jackpot?

A. Out of the 47 lotteries participating in the Powerball game, Missouri ranks second behind Indiana in the number of Powerball jackpot winners with 30.

Q. Can a group of people claim a prize?

A. Yes. Each member will need to complete and submit a claim form.

Q. Can Powerball, Mega Millions and Lucky for Life players redeem their winnings in any member state?

A. No. Players must redeem their prizes in the same state they bought the tickets. Because there are so many participating lotteries, all tickets and playslips must be identified by the state that sold the ticket so the prize can be claimed and paid properly.

Q. Since so many people play Powerball, Mega Millions and Lucky for Life, aren't the chances of winning worse?

A. No. No matter how many people play these multi-state games, the chances of winning never change. The chances are based on the amount of number combinations, not the number of players.

Q. Why does it seem like all the jackpot winners come from big cities?

A. Missouri Lottery jackpot winners have come from all across the state.

Q. If I buy a Quick Pick ticket, can anyone else buy those numbers using Quick Pick?

A. Yes. Quick Pick tickets are generated randomly by the terminal at the retail location, and there is no central computer that is controlling ticket generation. The chances of buying a Draw Game ticket with the same numbers as someone else are the same as the chances of winning the jackpot.

Q. If I should win the jackpot, do I have the option of remaining anonymous to the public and the media?

A. Missouri state law requires the Lottery to release your name, city of residence and the amount of the prize.

Q. Where can I hear about top-prize winners in Missouri Lottery games?

A. News releases with the names of prize winners of \$1,000 or more are sent to media throughout the state. They are also posted in the Newsroom section at MOLottery.com.

Q. Does anyone know where the winning Scratchers tickets are located?

A. No. Because of strict security measures, no one – including Missouri Lottery employees – knows where winning Scratchers tickets are located.

Q. Are there fewer Scratchers prizes now?

A. No. The chances of winning Scratchers games continue to improve. In the Lottery's early days, the games only paid out 45 percent of sales in prizes, the maximum amount allowed by law. Now Scratchers games pay out an average of 70 percent of sales in prizes, and an average of approximately 1 in every 4 tickets is a winner.



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Reference

Terms and Definitions

\$250K Triple Play®	A Draw Game that offers players a top prize of \$250,000, three separate games and nine ways to win, all on one \$2 ticket.
1-Off®	A Pick 3 and Pick 4 game feature allowing players to win a prize even if their numbers are one number higher or lower.
annuity option	A method of collecting jackpot prizes in Powerball, Mega Millions, Lucky for Life and Scratchers that offer prizes of more than \$1 million. This method entitles the winner to receive the prize money in annual or graduated payments that total the advertised jackpot amount. Annuity options for Lotto jackpots are paid in 25 annual payments, and annuity options for Powerball and Mega Millions jackpots are spread over 30 annual graduated payments. Lucky for Life payments are guaranteed for a minimum of 20 years.
back pair	A Pick 3 and Pick 4 play option in which players pick the last two digits in exact order. In both games, players win \$60 for a \$1 bet. (See also “front pair”)
back 3	A Pick 4 play option in which players pick the last three digits in exact order and win \$600 for a \$1 bet. (See also “front 3”)
BigMO Combo	A combination play of Draw Games offered periodically that contains different games and different offers. This combination play will typically include a free ticket or added value.
Blitz	A distribution process aimed at delivering new Scratchers games to retailers on official launch dates. Includes a \$25 bonus for retailers who validate new games within 24 hours of delivery.
box	A Pick 3 and Pick 4 play option in which players can win if their numbers match in any order.
Bulls-Eye	An optional play feature in Club Keno that allows players to increase their winnings by matching the red Bulls-Eye number drawn.
Check-A-Ticket (CAT)	Check-A-Ticket machines are player-activated devices in retail locations that indicate whether a Scratchers or Draw Games ticket is a winner.
cash option	A choice available to Powerball, Mega Millions and Lotto winners that allows them to collect their jackpot prize in one lump sum. This amount is the amount on hand to pay that prize from the prize fund. It’s approximately half of the advertised jackpot amount, minus taxes. Winners have exactly 60 days from the drawing to select the cash option.
Club Keno®	A Numbers Game drawn via computer every four minutes between 5:04 and 1:52 a.m. daily. Players can win up to \$100,000 per \$1 ticket per drawing. To play Club Keno, players choose how many different numbers (also called “spots”) they want to play from 1 to 10. Twenty numbers from a field of 1 to 80 are then chosen in a computerized random Club Keno drawing. Club Keno is available in social environments. (See also “Keno To Go”)
Club Keno Original (Retailer)	A retail location that has a social environment, like restaurants, bars, fraternal organizations, bingo halls, bowling alleys and other liquor-by-the-drink establishments, and has seating for at least 15 people. These retailers have a monitor.

Terms and Definitions

Club Keno Expansion (Retailer)	A retail location that has a social environment, such as a convenience store, grocery store or merchandise store, and has seating for at least 15 people located within an existing business, but does not possess a liquor-by-the-drink license. These retailers have a monitor.
Club Keno Multiplier	An option in Club Keno that allows players to increase their winnings 1, 2, 3, 4, 5 or 10 times, depending on the Multiplier number drawn. The Multiplier costs an additional \$1 per play.
Club Keno To Go (Retailer)	A retail location that doesn't offer a social environment, such as a convenience store, grocery store or general merchandise store, and does not meet the seating requirements to be an "original" or "expansion" retailer. These retailers don't have a monitor.
combo	A Pick 3 and Pick 4 play in which players pick numbers for all possible straight combinations.
Double Bulls-Eye®	An optional play feature in Club Keno that allows players to increase their winnings by matching either the red or green Bulls-Eye numbers drawn.
Draw Break	The time terminals are down prior to the draw and overnight.
Draw Games	Powerball, Mega Millions, Lucky for Life, Lotto, Pick 3, Pick 4, Show Me Cash, \$250K Triple Play and Club Keno are considered Draw Games.
EZ Match	Additional \$1 Show Me Cash play. If chosen, five EZ Match numbers will print on the Show Me Cash ticket below the Show Me Cash numbers. If any of the EZ Match numbers match the selected Show Me Cash numbers (regardless of order), the player instantly wins the prize printed next to it (up to \$500).
FailSafe®	A one-step validation barcode located at the bottom of all Scratchers tickets printed after July 2014.
fiscal year (FY)	The state of Missouri's fiscal year runs from July 1 through June 30. For example: July 1, 2014, through June 30, 2015, is fiscal year 2015.
front 3	A Pick 4 play option in which players pick the first three digits in exact order and win \$600 for a \$1 bet. (See also "back 3")
front pair	A Pick 3 and Pick 4 play option in which players pick the first two digits in exact order. In both games, players win \$60 for a \$1 bet. (See also "back pair")
Fun & Fortune Game Show	The Lottery's game show held in St. Louis. It started on Jan. 20, 1996, and ended on July 9, 2002.
Fun & Fortune Wheel Spin	The Lottery's wheel spin event held in Jefferson City. It started on July 26, 2002, and ended on Aug. 1, 2003.
Gemini	A self-service vending machine that dispenses up to 24 different Scratchers games and select Draw Games.
General Revenue Fund	From the start of the Missouri Lottery in January 1986, through June 30, 1993, all of the Missouri Lottery's proceeds and profits went into Missouri's General Revenue Fund.

Terms and Definitions

graduated annuity	If a Powerball or Mega Millions jackpot winner chooses an annuitized jackpot, the annual payments will be increased each year by the percentage set in each game's rules (currently 4 percent). An annuitized Powerball or Mega Millions jackpot prize is paid during 29 years (30 payments).
GTECH Corporation	GTECH Corporation has the Lottery's contract for Draw Games.
high-tier prize	Prizes of more than \$600. These prizes must be claimed at a redemption center. (See also "redemption center")
instant ticket vending machine (ITVM)	Machine at retail locations through which Scratchers tickets can be purchased.
Keno To Go	Keno To Go is played exactly the same way as Club Keno, and it offers the same prize structure and game features. It is available at all retail locations. (See also "Club Keno")
Lotto	The Lottery's in-state Draw Game drawn every Wednesday and Saturday night. Players pick six numbers between 1 and 44. Jackpots start at \$1 million and grow until someone wins.
Lotto Doubler	A permanent game change that started Nov. 4, 2012, giving players a chance to double their non-jackpot prizes.
low-tier prizes	Prizes of \$25 or less. These prizes can be paid by any Missouri Lottery retailer.
Lucky for Life™	A multi-lottery Draw Game which began on Jan. 27, 2015. Drawings are held in Hartford, Conn. Players must choose five numbers between 1 and 48 and select one Lucky Ball between 1 and 18. Lucky for Life awards players with top prizes for life. The top prize awards players \$1,000 a day for life, and the second-tier prize awards players \$25,000 a year for life.
Lucky Ball	Lucky for Life players select five numbers between 1 and 48 and one number – the Lucky Ball – between 1 and 18.
Match 5	Match 5 is the prize level for matching all five white-ball numbers in both Powerball and Mega Millions.
matrix	The range of numbers to pick from in a game. The matrix determines the game's chances of winning.
Mega Ball®	Mega Millions players select five numbers between 1 and 75 and one number – the Mega Ball – between 1 and 15.
Mega Millions®	A large multi-state Draw Game consisting of dozens of members. Drawings are held in Atlanta, Ga. Players select five numbers between 1 and 75 and one number – the Mega Ball – between 1 and 15.
Megaplier®	An optional feature in Mega Millions that allows players to increase prizes by using this wager option. The Megaplier option costs an additional \$1 per play.
midday draw	Pick 3 and Pick 4 drawing that occurs at 12:45 p.m. each day.
middle pair	A Pick 4 play option in which players pick the second and third digits in exact order and win \$60 for a \$1 bet.
mid-tier prizes	Prizes between \$25.01 and \$600. Prizes are paid at retailer option.

Terms and Definitions

Million Dollar Club	An exclusive Missouri Lottery club for retailers who have sold more than \$1 million in Lottery products in a calendar year. Club members are rewarded with one Lottery-hosted store promotion per calendar year.
Midwest Consortium on Problem Gambling and Substance Abuse (MCPGSA)	The Midwest Consortium on Problem Gambling and Substance Abuse is made up of organizations throughout a five-state region – Iowa, Kansas, Missouri, Nebraska and Oklahoma. MCPGSA is the planning committee for the Midwest Conference on Problem Gambling and Substance Abuse. The Missouri Lottery’s responsible gaming coordinator is on the planning committee.
Millionaires Reunion	A bi-annual event held for Missouri Lottery’s biggest winners since 1986.
Missouri Alliance to Curb Problem Gambling (MACPG or Alliance)	The Missouri Alliance to Curb Problem Gambling is a partnership between multiple responsible gaming and substance abuse organizations and professionals. The Alliance serves to identify the characteristics and dangers of problem gambling, refer individuals to free treatment and provides various responsible gaming promotions.
Missouri AMBER™ Alert	Missouri AMBER Alert is Missouri’s statewide program to find abducted children. Alert messages are dispersed to Lottery retail locations, on Draw Game tickets, electronic signage and on the Lottery’s website.
Missouri Lottery Retailer Portal	The Missouri Lottery Retailer Portal is a free website (retailer.molottery.com) that provides secure access to a retailer’s account information.
MONOPOLY MILLIONAIRES’ CLUB™ (MMC)	Multi-state Lottery Draw Game which began on Oct. 19, 2014, and ended Dec. 26, 2014.
Multi-State Lottery Association (MUSL)	A multi-state lottery organization that operates Powerball and other Lottery games. MUSL is based in Urbandale, Iowa.
My Lottery® Players Club	A free online account for players to participate in a variety of convenient, online services and unique opportunities to win at MOLottery.com. Once an account is created, members are able to participate in the Points For Prizes Rewards Program, Points for Drawings, sign up for newsletters, sign up for emails and text messaging of winning numbers and specific jackpot alerts and more.
North American Association of State & Provincial Lotteries (NASPL)	National lottery trade organization headquartered in Geneva, Ohio. NASPL consists of 52 lottery organizations throughout North America.
pari-mutuel	A prize that is shared equally among all winners in a prize category; all Lotto prizes are pari-mutuel except the free-ticket prize.
Pick 3	The Lottery’s Draw Game in which players pick three numbers between 0 and 9.
Pick 4	The Lottery’s Draw Game in which players pick four numbers between 0 and 9.
Playbook™	Playbook is a type of Scratchers ticket that includes several different tickets bound together in one booklet that provides players added value.
playslip	A small slip of paper in which players mark their number combinations; retailers can use the playslips to enter bets.

Terms and Definitions

play center	Lottery stands located in retail locations to house Lottery playslips, brochures and promotional information.
Play It Forward	Play It Forward is a branding campaign introduced in 2012 showcasing the Missouri Lottery's contribution to public education.
Points For Prizes® Rewards Program	Allows <i>My Lottery</i> members to accumulate rewards points that can be redeemed for a variety of prizes, ranging from music and other digital downloads to consumer electronics. Additionally, when players enter tickets online, they're also automatically entered into any applicable second-chance promotional drawings.
Points for Drawings™	Allows <i>My Lottery</i> members to use accumulated rewards points to 'purchase' entries into promotional drawings for prize packages such as trips, sporting event tickets, electronic equipment and kitchen appliance upgrades.
Powerball®	A large multi-state Draw Game consisting of 47 members run by the Multi-State Lottery Association (MUSL) in Urbandale, Iowa. Players select five numbers between 1 and 59 and one number – the Powerball – between 1 and 35.
Power Play®	An optional feature in Powerball that allows players to increase prizes by 2, 3, 4 or 5 times by using this wager option. Power Play costs an additional \$1 per play.
Progressive Jackpot	An additional prize for Club Keno players who play the six-, seven- and eight-spot games. There is no additional charge for this feature, and the jackpot will be pari-mutuel with all six-, seven- and eight-spot winners in that drawing. If the progressive jackpot is not won in a drawing, it will continue to grow until it is won.
Pull-Tabs	A type of game found in age-controlled establishments. Formally known as "break-opens" or "pickles."
Quick Pick	The function on a Lottery terminal that selects number combinations at random for players.
redemption centers	The four Missouri Lottery offices where prizes can be redeemed, located in Jefferson City, Kansas City, Springfield and St. Louis.
Retailer Connection	The retailer newsletter published every month.
Scientific Games Inc.	The company, based in Alpharetta, Ga., that has the Lottery's main contract for Scratchers.
Scratchers®	The registered name of the Missouri Lottery's instant-win products.
Show Me Cash®	A daily pick-five cash Draw Game that replaced SHOW ME 5 Paydown on Sept. 8, 2008. Jackpots start at \$50,000 and roll until won.
straight	A way to play Pick 3 and Pick 4. In playing a straight, a player's numbers must match all three or four numbers drawn in exact order drawn to win.
straight/box	A way to play Pick 3 and Pick 4. Straight means you bet your numbers come up in the order they are drawn. Box means you bet your numbers come up in any order.
terminals	Machines in retail locations that produce Draw Game tickets.
World Lottery Association (WLA)	Global professional association of Lottery and gaming organizations. WLA, which is headquartered in Basel, Switzerland, consists of hundreds of lotteries from more than 80 countries on six continents.



MO Lottery

Maps

Lottery Headquarters - Jefferson City

Address:

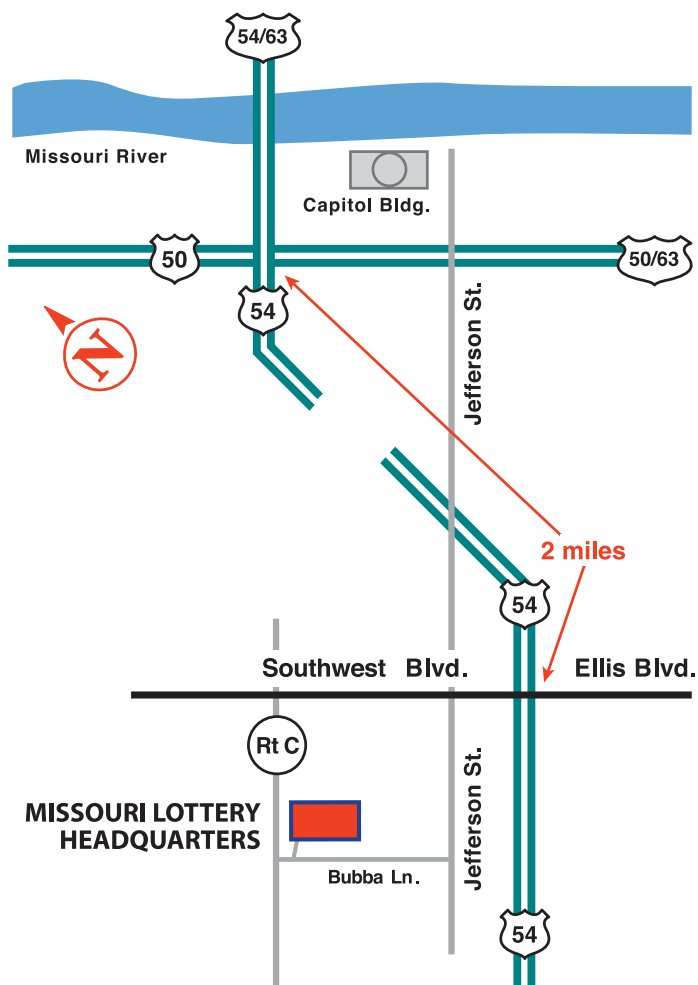
P.O. Box 1603
1823 Southridge Dr.
Jefferson City, MO

Numbers:

Phone: (573) 751-4050
Fax: (573) 751-5188
Winning Numbers Hotline: (573) 751-1111

Hours Open:

Monday – Friday
8 a.m.-5 p.m.



Maps

Kansas City Area Office

Address:

3630 Arrowhead Ave.
Independence, MO
(816) 795-8811

Numbers:

Phone: (816) 795-8811

Fax: (816) 795-7672

Winning numbers hotline: (816) 795-0203

Hours open:

Monday – Friday

8 a.m.-5 p.m.



Maps

Springfield Area Office

Address:

1506 E. Raynell
Springfield, MO 65804

Numbers:

Phone: (417) 888-4227

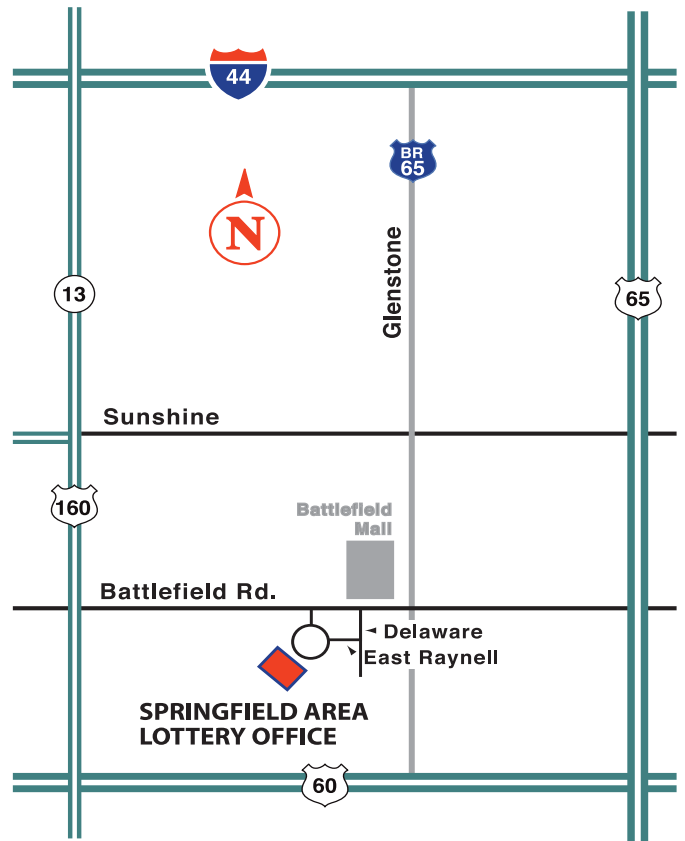
Fax: (417) 888-4222

Winning numbers hotline: (417) 888-4271

Hours open:

Monday – Friday

8 a.m.-5 p.m.



Maps

St. Louis Area Lottery Office

Address:

1831 Craig Park Ct.
St. Louis, MO 63146

Numbers:

Phone: (314) 340-5800
Fax: (314) 340-5843
Travelers' directions hotline: (314) 340-5804
Winning numbers hotline: (314) 340-5805

Hours open:

Monday – Friday
8 a.m.-5 p.m.



